

NMR7-01

The Village

A Two-Round Dungeons & Dragons® Living Greyhawk™ Metaregional Adventure set in the Duchy of Urnst Version 1.0

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Villages in civilized lands are always quaint. Though often banal to the experienced adventurer, each village has characteristics that make it stand out from the rest. This village is no exception. Unrelenting fog, mysterious deaths and voices in the darkness terrify the local inhabitants. It also has a secret to die for.

A two-round Metaregional adventure set in the Duchy of Urnst for characters level 2-16 (APLs 4-14).

Resources for this adventure [and the authors of those works] include *Duchy of Urnst Website* [DoU Triad], *Marklands* [Carl Sargent], *Dragon Magazine* 338: *Core Beliefs: Boccob* [Sean K. Reynolds], *Dragon Magazine* 341: *Lesser Golems* [Campbell Pentney], *Complete Divine* [David Noonan], and *Complete Arcane* [Richard Baker].

Based on the original DUNGEONS & DRAGONS® rules created by E. Gary Gygax and Dave Arneson and the new DUNGEONS & DRAGONS game designed by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison.

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This adventure retires from RPGA-sanctioned play on December 31, 2008.

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PLAYERS READ NO FARTHER

If you are planning on playing this adventure, stop reading now. The rest of the information in this adventure is for the DM only. If you read farther than this section, you'll know too much about its challenges, which kills the fun. Also, if you're playing this adventure as part of an RPGA-sanctioned event, reading beyond this point makes you ineligible to do so.

PREPARING FOR PLAY

To get the most out of this adventure, you need copies of the following D&D rule books: *Player's Handbook*, *Dungeon Master's Guide*, and the *Monster Manual*.

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Refer to Appendix 1 for full information on NPCs and monsters. For your convenience, Appendix 1 is split by APL.

Along with this adventure, you'll find a RPGA Session Tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn

in this sheet to your senior GM directly after play. You'll also find a LIVING GREYHAWK Adventure Record (AR). You need one copy of this for each participating player.

LIVING GREYHAWK LEVELS OF PLAY

Because players bring their own characters to LIVING GREYHAWK games, this adventure's challenges are proportionate to the modified average character level of the PCs participating in the adventure. To determine this modified Average Party Level (APL) follow the steps below:

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely dogs trained for war), other than those brought by virtue of a class ability (such as animal companions, familiars, paladin's mounts) or the warhorse of a character with the Mounted Combat feat, use the sidebar chart to determine the number of levels you add to the sum of step one. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.

	Mundane Animals Effect on APL	# of Animals			
		1	2	3	4
CR of Animal	1/4 & 1/6	0	0	0	1
	1/3 & 1/2	0	0	1	1
	1	1	1	2	3
	2	2	3	4	5
	3	3	4	5	6
	4	4	6	7	8
	5	5	7	8	9
	6	6	8	9	10
	7	7	9	10	11

3. Sum the results of step 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.
4. If you are running a table of six PCs, add one to that average.

Throughout this adventure, APLs categorize the level of challenge the PCs face. APLs are given in even-numbered increments. If the APL of your group falls on an odd number, ask them before the adventure begins whether they would like to play a harder or easier adventure. Based on their choice, use either the higher or the lower adjacent APL.

APL also affects the amount of experience and gold a PC can gain at the end of the adventure. If a player character is three character levels or more either higher or lower than the APL at which this adventure is being played, that character receives only one-half of the experience points and gold for the adventure. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level characters to reach the objectives.

Furthermore, a PC who is four or more levels higher than the highest APL supported by the adventure may not play the adventure.

LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1st-level characters may find the challenge of an APL 2 adventure difficult. Suggest the following to these groups to help increase their chances of success:

1. Enlist a sixth player.
2. Advise characters to buy riding dogs to help protect them and fight for them.

TIME UNITS AND UPKEEP

This is a standard two-round Meta-Regional adventure, set in the Duchy of Urnst. All NMR characters pay 1 Time Units per round. All out of other characters pay 2 Time Units per round.

Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit. Characters that fail to pay at least Standard Upkeep will retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this adventure.

A character that does not pay for at least Standard Upkeep may also avoid the above-described penalties by living off the wild. If the character possesses four or more ranks in the Survival skill and succeeds at a DC 20 Survival check, the character will heal temporary ability damage as if he or she paid for Standard Upkeep, may refill spell component pouches and healer's kits, and may restock up to 20 arrows or bolts if the character has at least four ranks in Craft (bowmaking). The player is allowed to Take 10 on this roll.

More information about Lifestyle and Upkeep can be found in the "Lifestyle and Upkeep" section of Chapter 3 of the *Living Greyhawk Campaign Sourcebook*.

ADVENTURE BACKGROUND

In the Spurned Vale lives a mad priest, once a faithful follower of Lydia. Possessed by a demon during the Flight of Fiends, he wandered through the Spurned Vale trying to come to grips with his madness, but failed horribly and has become wholly evil. Into his possession came three tomes, collectively called the Canon Apocrypha, which threatens to unmake the hierarchies of several faiths of great power and influence. These scripts he carried were once the focus of study for a small

group of priests in Boccob's service, after their discovery amongst some ancient texts. These priests set to secretly decipher the meaning of the scripts and were driven mad by studying its words, but only after coming to the conclusion that the knowledge had to be kept a secret until the truth of its wanderings became known.

The mad priest, called Tadolf Herugin in his former life, took up residence in the small village of Wadron., having learned of the existence of the texts. Prior to his public arrival, the mad Tadolf secretly slew the village's only priest – one Tolon Sternheart. With the resident Pholtan priest out of the way, he came to Wadron as the replacement priest.

This unremarkable village lies near the temple of Boccob, in which the five scholars toiled away at the Canon Apocrypha. Long abandoned by regular worshippers, the temple lies in ruins within a vast graveyard. Tadolf used the dead corpses to construct a small undead army. Using these undead minions, he struck fear into the hearts and minds of Wadron. Serving no other purpose but to amuse the mad demon locked within Tadolf, the relentless attacks on the villagers continue unabated.

Though initially happy with the new priest, the villagers soon noticed short bursts of madness overtake their spiritual leader. Over time, the strange outbursts and ravings became more frequent. Nollant, a competent woodsman, followed Tadolf on one of his mysterious "walks". Upon his return to Wabron, Nollant informed the mayor and sheriff what he found. Sadly, Tadolf learned of this and slew the sheriff before anyone became the wiser.

The next attack upon Wabron focused on killing the mayor and Nollant. After that, Tadolf felt his secret was safe. Now Tadolf is obsessed with unravelling the hidden ritual and gaining the elusive power it grants. That's when this adventure begins.

ADVENTURE SUMMARY

The adventure begins in the city of Nellix in the Duchy of Urnst. The PCs are summoned by Lord Broden to investigate reports of strange events in Wabron. A priestess of Lydia also hires them to recover the Canon Apocrypha, a book full of heresies.

Protecting the book is Incubulos, no less. He sends one of his minions to dissuade the PCs from bothering with the mission, offering them substantial cash as a reward. When the PCs refuse, he sends thugs to kill them.

As the PCs arrive in the Spurned Vale, they run into a mob of escaping villagers. These refugees inform the PCs what is going on and why they are leaving. Upon their arrival in Wabron, the PCs must fend off the initial attack of undead. Later that night, they are again attacked by undead.

By morning, the PCs have a chance to investigate the village and have the cooperation of the residents. They learn of the strange priest who went mad. Following that lead, the PCs explore Tadolf's house and must defeat his

guardians. In his house are journals and maps, leading to the ruined temple.

The PCs must brave the cold and fog to follow the trail through the Spurned Vale. During their trek through the wilderness, they stumble upon an escaped villager who was destined to be a ritual sacrifice. Finally, the PCs arrive at the graveyard and temple complex. There, guardian huecuvas attempt to stop the PCs from gaining entrance into the temple and disrupting Tadolf. In the temple, the PCs find Tadolf pouring over excerpts and failed translations of the Canon Apocrypha. They must cure his madness, remove the possessing demon or kill the priest to gain further knowledge of the book.

PREPARATION FOR PLAY

During the game, several villagers may try to become romantically involved with the adventurers. Record the alignment and Charisma score for each character. The alignment will be used later if the PCs try to talk with Tadolf. Lawful alignments get a bonus to their Diplomacy with the crazy priest.

Also record what each character fears the most, if anything. Are they afraid of spiders, snakes or birds? For those who add this tidbit of role-playing, they will have nightmares about their fear when in the village. They may also see these creatures lurking about. This will add some scary elements to the story.

The goal is to run this adventure like a ghost story or as part of the horror movie genre. Take time to describe eerie sounds and bumps in the night. Allow them to develop fears or get anxious about the next encounter. Always present a map for their guard duty rotation and request their marching order frequently. Don't let them predict when encounters happen.

PLAYER CHARACTER DESCRIPTIONS

To help reinforce the sense of dread and rumors from the villagers, get a description of each player character. Note what colors they are wearing, holy symbols visible and other unique items. Those that wear visible red will be favored as targets for most of the undead combats.

Regarding the Fog

The fog of Spurned Vale is an ongoing source of frustration. The DMG states, "Whether in the form of a low-lying cloud or a mist rising from the ground, fog obscures all sight, including darkvision, beyond 5 feet. Creatures 5 feet away have concealment (attacks by or against them have a 20% miss chance)."

Each encounter area will have the environmental conditions for that area, including special changes to the fog.

Chasing any creatures outside the normal combat area enters the fog. The fog is used here as a flavor element, not as a way to make combats more difficult.

Poor Visibility: Any time characters cannot see at least 60 feet in the prevailing conditions of visibility, they may

become lost. Characters traveling through fog, snow, or a downpour might easily lose the ability to see any landmarks not in their immediate vicinity. Similarly, characters travelling at night may be at risk, too, depending on the quality of their light sources, the amount of moonlight, and whether they have darkvision or lowlight vision.

This is the case when the party enters Spurned Vale – either as they crest the hills of the Abbor Alz or as they move west from the Franz River.

Chance to Get Lost: If conditions exist that make getting lost a possibility, the character leading the way (and assisted by other members of the party with ranks in Survival) must succeed on a Survival check or become lost. The difficulty of this check varies based on the terrain, the visibility conditions, and whether or not the character has a map of the area being traveled through. Refer to the table below and use the highest DC that applies.

Locale	Survival DC	Locale	Survival DC
Moor or hill, map	6	Poor visibility	12
Mountain, map	8	Mountain, no map	12
Moor or hill, no map	10	Forest	15

A character with at least 5 ranks in Knowledge (geography) or Knowledge (local) pertaining to the area being traveled through gains a +2 bonus on this check.

DM's Note: Characters with 5 ranks or more in Survival do not get lost.

Check once per hour (or portion of an hour) spent in local or overland movement to see if travelers have become lost. In the case of a party moving together, only the character leading the way makes the check.

Feel free to disregard the effects of the fog if you begin to run short on time.

INTRODUCTION

The city of Nellix sits on the far-eastern border of the Duchy. Seated at the waterway juncture of two rivers, Nellix has become a minor hub for mercantile activities along the southern border. It hosts the College of Sages and Sorcery, effectively being built around the College. Nellix sits on the edge of the Celadon Forest, thus housing a majority of the Duchy's elven population.

As one of the larger cities of the Duchy, there are plenty of people crowding the streets, wading through the throngs ignorant of the dark dangers that loom in their future.

The streets of Nellix are filled with merchants hawking their wares and customers looking for a bargain. Mixed well into this throng of everyday life

are beggars and street urchins looking doe-eyed for a generous offering. There, on the corner next to the stone pillar holding up the two-story guild building, is a thin old man. The man's eyes are wide with fervor. His white wiry hair stands in chaos upon his head. The man's clothes, if you can call those rags clothes, barely remain on his skeletal frame. His fist is held high in the air, swirling in defiance. "The end is near. You will all die when the end times arrive. Listen to me! I speak of your doom. You, you there! I see dark times in your future." The street prophet looks at you and beckons you closer.

"A dark village is where you'll be headed. Beware the mists! Mark my words, you will find death behind those walls. He's lost his mind, he has. You will too if you go there. Heresies are found there. Don't go. Let the heresy remain hidden. It is too late, Lord Broden looks for you even now." The frail old man slumps onto his mat. "It's too late for you. Go. The village waits. You will learn what fear is. Your darkest fears wait there." The old man speaks no more. His vacant eyes stare off into the distance.

A young man wearing official looking livery approaches you. He introduces himself; "I am Squire Alek, under the watchful eye of Lord Broden Lorinar." He waits patiently for your names.

Once you provide your names, he hands you a note with the seal of Lord Broden Lorinar. "So very nice to meet you, sirs and madams. You are the individuals for whom I was searching. Lord Broden sends this missive to your care. It requires your prompt response. Good day."

Alek clicks his heels in salute and walks off to his next assignment.

The PCs should head over to the estate at this point. If they choose to wander the city more, they will miss their appointment and anger Lord Broden. He'll hire another group of adventurers for his important mission. The adventure is over for the slackers.

Who is Lord Broden

PCs may make a DC 15 Knowledge (Local, NMR) check to know the information listed below about Lord Broden. For those who care to take a brief amount of time, a DC 12 Gather Information check can reveal this knowledge fairly quickly.

Lord Broden Lorinar is the second son of Duke Karll of House Lorinar. Broden served as a junior officer in the Ducal Guard stationed in the County of Urnst during the Greyhawk Wars, part of forces guarding the border with the Bandit Kingdoms. After the wars he served in the Ducal Diplomatic Corps, most notably as the ambassador to Ahlissa until 595 CY when Duke Karll summoned him back to the Duchy. Later in that same year, the Duke disappeared.

In Duke Karll's absence, Lord Broden worked to have his brother appointed as Regent. When his cousin Ellis Lorinar was appointed instead, Broden became

concerned that Ellis's principle goal was to become Duke.

He formed the White Harts faction to prevent Lord Ellis from seizing power.

Speaking with the street prophet

If the PCs attempt to talk with the street prophet, he will ignore them. Insistent PCs can get him to speak again but he'll just repeat his earlier claims, generously interspersed with "the end is near".

A river the future is like. Always moving. Always changing. If you do not act quickly, you get caught in a path that must be followed.

Healing won't work on him because he's not injured. He isn't possessed or cursed. He truly sees the future but now the vision is gone. Continual badgering of the prophet will send him into a fetal position and he stops responding to any further stimuli.

ENCOUNTER 1: SPURNED

The party is escorted from the estate gates to a small meeting room on the bottom floor. An attendant shuffles off to inform Lord Broden Lorinar of your arrival. After twenty minutes, a quartet of guards enters the room, allowing Lord Broden to enter unobstructed. He sits upon a green velvet chair of obvious quality and waits for you to sit.

Lord Broden is dressed in a fine chain shirt and expensive looking leathers. His belt is sturdy leather with a shiny bright buckle, and it sits on his hip as though carefully placed by an experienced warrior. The thick rich cloak and gold brooch remind you of his station. He looks at you sternly yet keeps a sense of friendliness about the whole meeting.

"I have heard of your reputations and feel you all may be able to help me on a little assignment. There is a village in the Spurned Vale that I have a particular personal interest in. I've tried on several occasions to contact the mayor of Wabron, the village in question."

"Sadly, there has been no response. Many weeks ago, I sent an agent to investigate why Wabron seems to have cut itself off. My agent, a man named Jodus Darkfeather, sent a report to me that something strange was happening in Wabron."

"Jodus' report wasn't specific and then his messages stopped. I wish to hire you to investigate what's going on in the village and find Jodus. If the situation is solvable by steel, please take the liberty to make the village safe."

Lord Broden sits back in his plush chair. "I'm prepared to offer each of you two hundred gold coins, half now and half upon your return. As usual, you can have the loot of any enemies or brigands you encounter. I want that village secured and made safe. Do you accept my offer?"

Lord Broden will pay each PC 200gp to go to Wabron and determine what it going on. He would like Jodus found and any problems resolved in the best interest of the Duchy. In other words, re-establish the rule of law in Wabron.

Lord Broden will answer most questions he is able, then after 20 minutes, he will excuse himself and abruptly leave. The attendant will fill in any other details the PCs request regarding Wabron or the Spurned Vale. However, very little is known, which is why the party is hired.

DM's Note: Though he won't admit it, the Duke has an interest in establishing a connection with that part of the Spurned Vale. His motives, however, are not important at this stage – but for sensitive PCs there's no indication of anything sinister afoot.

Allow the PCs to make the following skill checks for background information on Spurned Vale: DC 15 Knowledge (Local, NMR), DC 20 Knowledge (History) or DC 20 Bardic Knowledge will produce the following information.

If asked, Lord Broden or his assistants can provide the same information regarding the Spurned Vale. They just need to ask nicely.

The information below is also provided in *Player Handout One*, so that it can be referred to when needed.

Spurned Vale

Technically, the Spurned Vale lies within the Duchy of Urnst, but nearly 600 Nyronese have fled here since the war. This community tries to make a living from the edges of the forest and foothills and in doing so they have angered the wild and strong Urnst hillmen, and the particularly xenophobic woodsmen who live in the forested hills to the northwest. Skirmishes, even a battle, have put this wretched and beleaguered community at its wits' end.

People here are truly just scavengers, some wearing little more than rags. Some have taken to the worship of evil deities, feeling that all else has failed them. This is fertile terrain for an evil priest to cultivate should one happen by. There are tales of hidden evil shrines in the southern hills, and darker rumors of blood cults hidden among the local people. These rumors could form the basis of a good low level adventure. (Marklands, pg. 71)

ENCOUNTER 2: HERESIES

On their way out, a woman who acts locally for the distant Trigol College of the Divine approaches the party for another mission. The priestess of Lydia has an agent in the village who is trying to locate a very dangerous book. The 'Canon Apocrypha' needs to arrive back here in Nellix for safekeeping. If its contents leak out to the general population, there would be riots or worse in the streets. She received a message from the agent weeks ago that there is a great danger in the village.

As you depart the building, a lone woman approaches you. "I wish to speak with you adventurers before you leave on your mission. Come this way."

The woman is kind looking and of middle age. There's a sense of familiarity about her, almost like she's your long lost aunt or even your mother's twin. She's wearing a long, pale dress with a thick, leather belt. Upon her head is a white hat with a scarf that drapes below her face.

Her rosy cheeks jiggle as she walks. She turns to you and beckons with her arm. "Please, in the holy name of Lydia, come this way."

If you follow, she leads you down the road to a small building. Quickly, she enters the building. Inside, there are sturdy chairs and oak table. She is waiting for you to enter and shut the door behind you. "Please take a seat. My name is Urfala, a high priestess of Lydia. I have some information to provide you and another mission to accept, if you will."

"A few months ago, I learned about a possible location of a book of heresies, called the Canon Apocrypha, which we have been seeking. This book possesses a potent and very real threat to Oerth. It contains a great evil, possibly granting even greater power like that only the gods wield. The contents of the book are a deception to release a dread entity and grant untold power."

"Upon learning of this lead, I sent an agent to Wabron to investigate the rumor. At first, the agent uncovered very little – just a small village barely scratching a living from the rough country. Sometimes, the village would be attacked by the Urnst Hillfolk but nothing much happened."

"More recently, the agent reported strange activity. Then the final report I received indicated a great danger in the village. I am confident that the vile book is somewhere in the village. I'm willing to offer you a finder's fee and reward if you do two things for me."

"You must try to recover the blasphemous book and determine the condition of our agent or perform a rescue. The state of the good world may be in jeopardy."

Other details that the priestess knows:

- The Trigol College of the Divine, which is located in the County of Urnst, has little direct influence in Nellix, since the local College of Sages and Sorcery are suspicious of them, and she has command of only a handful of agents. Nonetheless she and her associates try to remain on good terms with the local authorities.
- The Trigol College of the Divine agent is Seiako, a woman of great skill and charm. She may be in disguise. If not, she is a pretty woman in her late twenties, of mixed Oeridian and Flan blood, with olive skin and very dark eyes.

- The Canon Apocrypha has several dogmatic errors involving some influential churches in the region. If these get out to the general congregations, there could be great discord in the region.
- The vile book also contains prophecies about a possible apotheosis of some evil being. The church would like to stop this from happening.
- Many of the residents in the Spurned Vale have sought refuge in the worship of evil gods.
- Seiako was staying at the local inn.

If the PCs take on her mission, she thanks them for their help and leaves the room. Just outside the door, several of her personal guards take up their positions as she walks into the market.

The PCs are free to stay or leave the room. The building (and room) is an empty merchant stall that the priestess bought for this meeting. In a few days, it will be up for rent again.

Urfala knows about their mission to Wabron because her superiors advise Lord Broden on such matters. Therefore, she was made privy to their meeting time and place, using this information to hire them for a second mission.

ENCOUNTER 3: OPTION THREE

On the road, an agent of Incabulos called Vodopeyia (male tiefling wizard 9) approaches the party to stop them from beginning the mission. His message is simple. The book will release a dangerous being from its prison. Don't involve yourself in these matters.

Just outside of Nellix, a lone rider on a black stallion rides quickly towards your position. The man is waving his arms as if to wave you down.

As he gets closer, he says, "Good day to you fine people. I am Vodopeyia, but my friends call me Vodo. I was hoping you'd be interested in a well paying job opportunity."

Should the party decide to attack Vodopeyia, he will dimension door away at first opportunity. Incabulos has given him the ability to do it as a swift action for this encounter.

If the PCs are willing to listen, then he continues.

"It has come to the attention of my master that you are seeking a very dangerous book. The book will undo my master's work and loose a dangerous being upon the land. My master is willing to pay you handsomely to not involve yourself in these matters"

"As his agent for this mission, I am authorized to advance you double what the College pays to forgo your search for this book. Or if you are

stubborn and do fetch the book, you can return it to me and you'll get your normal fee from me."

"Do we have a deal? It's much less dangerous with my first offer. Hmmm?" Vodo presses his fingertips together and smiles invitingly.

Vodo is quite willing to pay the PCs for his offer and is telling the truth. If they accept his first offer, the adventure is over and they can receive their ARs.

If they agree to the second option (finding the book and returning it to him) and they don't return it to him, then Vodo sends his thugs to recover the book. Run this combat at that time.

If the PCs reject his mission outright or don't allow him say his offer, then he says.

"That is a shame. My master has invested much in this situation. He will not be pleased. You are set against his wishes and your final decision is unfortunate. Death and misery will now be your constant companion. Farewell."

Since the PCs didn't accept his offer and continue their journey towards Wabron, Vodopeyia sends a hit squad to deal with them. Within a day or two along the road, the following thugs attack via ambush, based on APL.

APL 4 (EL 5)

☞ **Qodim:** male tiefling rogue 3; hp 15; Appendix 1.

☞ **Xalis:** female tiefling sorcerer 3; hp 11; Appendix 1.

APL 6 (EL 6)

☞ **Qodim:** male tiefling rogue 5; hp 23; Appendix 1.

☞ **Xalis:** female tiefling sorcerer 3; hp 11; Appendix 1.

APL 8 (EL 8)

☞ **Trong:** male ogre barbarian; hp 79; Monster Manual 199.

☞ **Qodim:** male tiefling rogue 5; hp 23; Appendix 1.

APL 10 (EL 10)

☞ **Gazan and Galan:** male ogre mages (2); hp 37, 37; Monster Manual 200.

APL 12/14 (EL 12)

☞ **Gazan and Galan:** ogre mage fighter 2 (2); hp 57, 57; Appendix 1.

Tactics: All of the thugs will try to pick off the most dangerous opponent first, then proceed to the next dangerous opponent. In cases where there is more than one thug, they will coordinate their attacks and focus damage.

Treasure: The PCs can gain the following treasure here:

☞ **APL 4:** Loot 34gp; Coin 2gp; Total 36gp.

👑**APL 6:** Loot 3gp; Coin 35gp; Magic 333gp; *cloak of charisma* +2 (333gp) Total 371gp.

👑**APL 8:** Loot 3gp; Coin 35gp; Magic 496gp; +1 *hide armor* (111gp), +1 *greatclub* (218gp), *ring of protection* +1 (167gp); Total 534gp.

👑**APL 10:** Loot 22gp; Coin 126gp; Total 148gp.

👑**APL 12:** Loot 22gp; Coin 126gp; Total 148gp.

👑**APL 14:** Loot 22gp; Coin 126gp; Magic 1,058gp; *cloak of charisma* +2 (333gp), +1 *human bane greatsword* (725gp); Total 1,206gp.

Development

If the thugs are allowed to flee, they will recover after a few days and pursue the PCs, waiting for a moment of weakness to mount another attack.

Vodo is only aware of their mission for the Trigol College of the Divine to seek the book, since he has access to information from spies within the College. He doesn't know about their other mission for Lord Broden.

ENCOUNTER 4: RUN FOR YOUR LIVES

As they reach the rolling hills and valleys of the Abbor-Alz, they come into contact with exhausted villagers fleeing Wabron. The band of refugees is made up of humans and halflings. Children of both races cling tightly to their parents' legs or huddle fearfully upon the wagons. Packed and laden down with all their worldly possessions, the weary villagers tell of horrible things happening in the village. Wabron is haunted.

Environmental Conditions: Fog in the distance near the hills and valleys of the Spurned Vale.

Ahead, you see a long train of wagons, cows and people moving towards you. Packed and laden down with all their worldly possessions, the weary villagers trudge along at a slow pace. Even from a distance, you can tell that the people are tired and hungry. Even the horses, oxen and cows are worn out. Still, fear lights their eyes and they push on.

When one of the villagers sees you, he frantically waves you down. "You there. You're going the wrong way. Turn around if you know what's good for you!"

The villagers start out as *indifferent*. If the PCs show kindness and help the villagers, then they receive a +4 circumstance bonus on their Diplomacy check. If the PCs immediately and resolutely state that they are going to Wabron, the villagers become *unfriendly*. Using Diplomacy (PHB, page 72) to change the disposition of the villagers is required to get them to stop and provide information. Otherwise, they will be resolute in their escape, not stopping to chat when their lives are at stake. Thus in this situation Gather Information is not appropriate.

Friendly or better

The villagers impart these facts.

- Horrible things and bad luck have settled upon Wabron.
- The monsters attack those wearing red first. Don't wear red.
- They usually take only one or two people each attack.
- A thick fog has settled upon Spurned Vale. It's lasted for weeks now with no end in sight.
- Sometimes people go missing. A few of their bodies are found. Usually, nothing is found.
- The village mayor and sheriff – locals voted to those positions – were the first to die. So too have most of the militia.
- The monsters favor attacking out of the fog.
- Never, ever be on the streets at night. Stay locked up indoors if you want to survive.

Indifferent

- The villagers trudge along ignoring the PCs. A few spit, "You'll meet your death there, fools."
- "Don't wear red. They take those wearing red first."

Unfriendly

- The villagers get angry and start spouting obscenities towards the PCs. "That's a fool thing to do. People are dying there. Only those wishing for death would go there."
- They will also forcefully push any PC out of their path so they can continue their escape.

Here are names of the people who will talk. They won't return to Wabron for any reason.

- Gettier Cooper, a bombastic man who leads the ragtag group through the wilderness.
- Imanete Cooper, his wife and rugged woman of middle age. She's quite opinionated.
- Launce Oakenstaff, a farmer who lost most of his family to the horrors of Wabron
- Segirdar, an old man too sickly to fight. Used to be the town brew master for the local beer – Spurn Valley Lager.
- Nomus and Ravone, two widows who hope to find a safer place to start over. They have several of their children in tow.
- Halkellon, a quiet man who follows the lead of Gettier
- Wirarus Baker, formerly the baker and brother of the Millers
- Adgier and Wiset Barley, a farming couple who lost their son Ralcus and daughter Maurvier to the horrors. Their children wore red and now they fear the color. The mother is inconsolable.

Development

At some point, the villagers become increasingly anxious and begin to move out for safer areas. They won't talk more than a half-hour to the party.

ENCOUNTER 5: THE FOG

The PCs arrive in Wabron in the late afternoon, during supper. Light from the sun has long since disappeared under the constant haze of the cloud- and fog-filled sky. Unbeknownst to the villagers, the undead plan to launch a brutal offensive. First, the opening attack of wraiths hopes to weaken the resolve of the villagers. Later tonight, the second wave will hit with the goal of killing several villagers.

Environmental Conditions: The fog is very close to the village. Anything from the river out is in fog conditions as detailed in the Preparation for Play section.

By the end of combat, it moves into the village obscuring vision beyond 5 ft.

Modify the following as appropriate for the PCs' actions:

The overcast sky darkens as the clouds cling to the valley's lowlands. In the distance, thick banks of fog crawl through the edge of the forest. Like great, wispy ooze, it lurches across the countryside.

As you reach the next hill, you can see a small village in the distance. A hastily built mud and wooden palisade wall surrounds the majority of the buildings in town. A few scattered buildings, those that lie outside the wall, are burnt out husks or have collapsed. Three towers around rise above the wall. They are wood framed and sturdy, providing the villagers with a wide view of the area just outside their village.

Plumes of smoke rise from several of the central buildings. The mill on the river provides the only audible noise. Its splash and creak echo in the valley floor. You can see people moving about the streets but they don't make unnecessary noise with their hurried steps. Something is strange about this place.

When you come into sight of the village guards, the militiaman sounds the gong. "Gong, gong, gong."

He looks out at you and yells wryly, "Welcome to Wabron strangers. You arrived just in time. Quickly now, get behind the gates. They're coming. Hurry!"

He continues to beat the gong. The other towers answer with their own gongs. The village erupts in cacophony as the villagers run for shelter. Several burly villagers begin to close the mighty, wooden gates. The weight of the portals makes a deep, bellowing noise as they slide shut. Click! The lock is set in place and the militia waits for the attack.

Tendrils of fog creep out of the forest, across the river and into the village. Like a great curtain of silky lace, the fog drapes itself across the countryside. Visibility lessens to a few hundred feet.

But before you lose all sight of the far shore and the woods beyond, you see something that sends chills down your spine. Phantom-like figures emerge from the dense fog. These ghost-like figures approach moaning loudly.

Some of the women in the village scream upon hearing the undead voices. A few of the men do too.

If the PCs try to talk to any of the villagers at this time, please refer to Encounter 7 for details. They will not be very interested in talking during the attack.

The undead enter the streets of the village and attack. It is early evening, just around dusk.

APL 4 (EL 5)

☞ **Shadows** (2): hp 19, 19; *Monster Manual* 221.

APL 6 (EL 6)

☞ **Wraith**: hp 32; *Monster Manual* 258.

☞ **Shadow**: hp 19; *Monster Manual* 221.

APL 8 (EL 8)

☞ **Wraiths** (3): hp 32, 32, 32; *Monster Manual* 258.

APL 10 (EL 10)

☞ **Greater Shadows** (2): hp 58, 58; *Monster Manual* 221.

APL 12/14 (EL 12)

☞ **Dread Wraith**: hp 104, 104; *Monster Manual* 258.

☞ **Greater Shadow**: hp 58; *Monster Manual* 221.

APL 14 (EL 14)

☞ **Dread Wraiths** (3): hp 104, 104, 104; *Monster Manual* 258.

Development

If any of the PCs take this opportunity to sleep, they will have nightmares. Feel free to improvise using the information gathered at the beginning of this adventure regarding the fears of the PCs. They will also see these nightmarish creatures out of the corner of their eyes.

ENCOUNTER 6: SKELETONS NOT IN THE CLOSET

Night soon arrives and the villagers are frightened. Packed into dark, dank cellars, the villagers tell the PCs to remain quiet. During the second watch, undead attacks prevent a good night's sleep, thus producing fatigued villagers and prevent ability recovery. The undead wish to continue spreading the atmosphere of dread and hopelessness amongst the villagers, therefore, their normal attack strategy (for APL 8-14) is just to wander around and scare people. Like the wave before, if anyone fails to hide or cower, the skeletons attack. At APL 4 and 6, the undead just attack in a mindless fashion.

The attack takes place at midnight – mostly because the timing adds further to the deteriorating morale of the villagers.

Environmental Conditions: The fog is within the village. However, it is thinner allowing 10 ft. of visibility within the village walls. Outside the walls, the fog obscures anything beyond 5 ft., as per Fog Conditions in the DMG.

The bonfires burn well into the night, their dancing light providing what little hope and comfort there is left in the village. The silence is deafening, the frogs don't croak nor do the crickets chirp. Just unearthly quiet looms in the night air.

The creak of wood breaks the silence in Tower Two. The fog thickens and crawls over the walls. Tower Two rings his alarm. "They're coming! They're attacking!"

If the PCs try to talk to any of the villagers at this time, please refer to Encounter 7 for details. They will not be very interested in talking during the attack.

APL 4 (EL 4)

🦇 **Owlbear Skeletons (2):** hp 32, 32; *Monster Manual* 226.

APL 6 (EL 6)

🦇 **Spellstitched Owlbear Skeletons (3):** hp 65, 65; *Appendix 1*.

APL 8 (EL 8)

🦇 **Mohrg:** hp 91; *Monster Manual* 189.

APL 10 (EL 10)

🦇 **Mohrgs (2):** hp 91, 91; *Monster Manual* 189.

APL 12 (EL 12)

🦇 **Spellstitched Mohrgs (3):** hp 91, 91, 91; *Appendix 1*.

APL 14 (EL 14)

🦇 **Devourers (3):** hp 78, 78, 78; *Monster Manual* 58.

Tactics: The undead are charged with attacking anyone wearing red. If no one has that color, their orders are to only attack anyone who attacks them. That would include someone coming to the defense of a person wearing red.

At higher APLs (8-14), the undead harass the villagers, only attacking those who wear red. Their orders are to maintain the mood of terror, not to depopulate the village. But if anyone stands up to them (not hiding or cowering), the undead become angry and will proceed to attack any aggressive newcomers.

DM's Note: Due to the strange bond between Herugin and Incubulos, and deriving from his insanity, these undead innately sense the color red, even if their vision would otherwise not allow it.

Development

Normally, the villagers just hide from the undead. If the PCs follow their lead, then the undead wander around for an hour then retreat to the graveyard.

The PCs will encounter the undead again in the graveyard with the huecuvas if they don't kill them here.

Additionally, there won't be another undead attack on the village for 1d4+3 days. This should provide the PCs time to recover and complete their mission before another attack commences.

Please see Encounter 5 for information about nightmares if the PCs take time to sleep.

ENCOUNTER 7: A HAUNTED VILLAGE

The PCs can investigate the village of Wabron. The party established that they are powerful during yesterday's nighttime attacks. The villagers open up with information now. The PCs eventually learn about the old Pholtan priest, **Tadolf Herugin**, who went crazy.

Environmental Conditions: The fog situation is the same as the previous encounter, Please see Encounter 6 for details.

Assuming the PCs fight and defeat the undead, read the following (or change as needed).

With the last of the undead vanquished, the villagers creep out of their hiding places carefully. The fog begins to crawl into the center of the village. The fear of the villagers is still evident as many of them continue to shake. Within minutes, the entire village is consumed by the fog.

Goat Head Inn

- Proprietor Hunrus Oakbarrel (male human Exp1), a portly fellow who is usually jolly but recent events have left him forlorn.
- His wife is Ginalese Oakbarrel (female human Com1), she's as bossy as they come and is sure the undead attacks are the result of some Hillman witch.
- Frin (female human Com1), beer wench and flirty girl. She's attractive and attracted to a strong man.
- Madilus (female human Com1), a beer wench whose boyfriend died in the attacks. She has average looks and is a bit plump.
- Fery (female halfling Com1) and Gilf (female halfling Com1). Both these serving girls look very cute, even by halfling standards. They dote and flirt shamelessly (and somewhat desperately) with any male halfling in the party.

Two Tankards Tavern

- Bartender Hegoron Renfry (male human Exp1), a gruff older man who smokes on a twisted old pipe. He still has plenty of Spurn Valley Lager left so he's staying.
- Cook Emeri Bereldon (female gnome exp3), this tiny woman is more skilled at cooking than this village deserves. She has a perpetual smile on her face and never stops chatting about recipes and her favorite foods.

Town Hall

Former residence of the dead mayor Wichard is on the second floor. There are three farming families here in the hall. Their farms have been overrun with the undead and now they live here.

- Miromyn (female halfling Com1), her husband Nomus died. She is solemn and has bouts of weeping.
- Guilbaud Barkbottom (male halfling Com1), a thick farmer who misses working in the fields. He needs to stay busy and hates this hiding out.
- His wife is Hellais (female halfling Com1). She keeps herself busy by tending to their children. It keeps her mind off the attacks.
- Guilbaud's husband-seeking daughter is Alomone (female halfling com1). She'll quickly fall in love with any strong halfling, human or elf. Once this happens, they'll find love notes in their armor and supplies.
- Guilbaud's young son is Jedar Barkbottom (male halfling War1). He's a young adult who easily gets smitten with any attractive woman – especially warriors.
- Harould Hentin (male human War2), he is in the village militia but now seeks to protect the families in the Town Hall. He's stern and wary of any new people.
- Senfreles (female human Com1) his wife. She's quite friendly and starts to mother anybody who'll let her.
- Ramphus and Arus (male human War1) are his strong sons. They are on guard duty in the towers. Both are young, strong humans filled with the duty to protect their little village. Beautiful human, half-elfen or elfen women easily beguile Ramphus. If any are in the party, he'll soon bring her flowers and flirt clumsily.

Mill

Owned by Ouderfus Miller (male human Exp1) and wife Faury Miller (female human Com1). Their son Relcard died a week ago during an attack. He spilt red juice on his clothes.

- Ouderfus is despondent with the loss of his son. He's a tall and strong man who is used to a good day's work.

- Faury brings most conversations to the fact that Relcard's death is a mistake. He only spilt juice on his clothes so that shouldn't count. Her obsession with her son's death has made her tired and weary looking.

Towers

Often manned by Ramphus and Arus. (see the Town Hall for descriptions)

Other townsfolk in Wabron

- Ballin and Hallin, sons of Gaunce Smith (male humans Exp1). These two strapping fellows tower over most people. They're apprentice smiths right now and are willing to fight if they get a little training.
- Lounin the midwife (female halfling Exp1). This motherly looking lady is a fountain of knowledge regarding midwifery. She is emotionally strong and comforts the other women with her gentle demeanor.
- Haldus farmer (male human Com1). He's ugly but kind. Haldus has been looking for a wife – any woman who'll give him the time of day – for decades.
- Alfomin is a hunter and trapper (male human Exp1). He wanted to go to the Stalwart Pines Ranger School but never got enough nerve. He's still the village's best hunter and trapper.
- Ralquin, Hengret and Alsende are young widows (human or halfling as best suits the party makeup). These women will fawn over any attractive male in the group except half-orcs and dwarves. They really want a safe trip out of the village and willing to hook up with anyone to escape.
- Bereldon is the best warrior in the militia but young and inexperienced (male human War2)
- Rouke (male halfling Exp2) is a middle-aged merchant whose wife died in childbirth. The child died too. He's been handing out supplies to the villagers without payment. He's a nice guy who enjoys tobacco and halfling cakes.
- Chanchoder (female human Com1) and Ranco Edomeri (female halfling Com1) come from a farm further upland. Their husbands died in previous attacks. These attractive women are not interested in new husbands, only in staying safe. Chanchoder wishes to return to her family's town in Nyronnd.

Here's what the PCs can learn from the villagers.

- Jodus was in town but he was killed by the undead while saving a little girl.
- The undead seem to attack anyone who wears red or who defends against the undead.
- The undead only kill or take one person each attack.
- There was a traveling bard named Seiako but they haven't seen her in several days.

- The first three killed were Wichard, the mayor, Sheriff Jongethes, and Nollant, the woodsman.
- Our old priest Tolon Sternheart died long ago, just before Tadolf came to town as his replacement.
- Tadolf started acting kind of strange right away. As time progressed, he seemed to become a bit crazy. We think his idle walking in the woods isn't helping much.
- He hasn't held religious services in weeks. He just stays in his house mumbling all the while.
- We don't think he can turn undead. Few of the settlements in the Spurned Vale have priests at all. We were more than happy to get even a junior one.
- Usually, the hillmen come out of the Abbor Alz and attack the outlying farms. However, they haven't attacked since the start of the undead attacks. Hopefully, they've all been killed.
- The mayor was ruthless about removing evil god worship in the village. He didn't want us to be as bad as the other villages in the Spurned Vale. Look where it got us now!
- I don't know if we're in Nyrond or the Duchy of Urnst. Who cares really? Neither sent soldiers to help us.
- Just a day or two ago, half of the remaining village left for safer lands.

Development

Any male or female PC (that is human, elf, half-elf or halfling) with a Charisma score of 12 or more will attract the attention of a would-be suitor. If there is time and interest in the group, role-play these encounters as you see fit.

The source of this attraction is primarily due to the suitors manic desire to leave the village under the protection of someone powerful. The power, demonstrated by the PCs' ability to defeat the undead, becomes a real source of attraction in dire conditions. Conversations and sweet talking will quickly lead to talk about leaving the village with the PC.

Several NPCs are provided as significant others but only one or two are really needed. This should allow a natural development based on any investigative tangent the PCs take. Once a crush is established in game, you don't need to play out other potentials.

DM's Note: The introduction of romance into this situation could easily break the mood. It is important to note the subtle desperation of the NPCs who may be romantically pursuing a PC. This should add to the horror of the encounter, as well as including an air of sadness to the whole affair.

ENCOUNTER 8: REVEREND TADOLF HERUGIN'S HOUSE

The house is basically empty but there's a dank cellar with strange things. The party finds a library, a

laboratory, pickled body parts, and strange books. There's also something attacking the party.

Environmental Conditions: The fog over on this hill is surprisingly sparse. The PCs can see 15 ft. before the fog obscures vision. This special condition applies only to Tadolf's property. It is clear within the building.

For a house in this village, it is quite grand. Obviously the previous owner had a lot of money and spent it on his house. Though grand, it is in disrepair from neglect.

The house is full of normal furnishings, chairs, couches, tables and rugs. The kitchen is stocked with normal equipment. The main bedroom is musty and appears unused.

In the pantry, the PCs will easily find a trap door leading to the cellar. A sturdy ladder leads down into the darkness.

As you make your way down into the dank cellar, you eyes lock onto the tables and shelves lining the walls. Tadolf has converted his cellar into some demented workshop. Books, beakers, jars and knives litter the area, some of them broken or torn. Dried blood makes strange designs on the floor. The smell down here is repugnant.

Several body parts appear stitched together, sometimes to rock or clay. Strange runes and symbols are written on the flesh, bone, clay and stone. Some of the symbols appear to be words. The words seem to form wandering sentences about obscure religious tenets many that don't make any sense. It seems to be gibberish or non-traditional beliefs.

Once the PCs begin to investigate the cellar, the guardian golems arise from the workshop floor or walls to attack.

DM's Note: At higher APLs, be sure to mention or add to the description information about the large humanoid figure in the room. In other words, there are potential foes or unusual objects in the room.

The golems are decorated with various heresies written upon their bodies. Some are in arcane symbols, others in obscure languages like Infernal and Ancient Suel. Most are written in Common by an insane author.

APL 4 (EL 5)

👉 **Junk Golem:** hp 64; Appendix 1.

APL 6 (EL 8)

👉 **Flesh Golem:** hp 79; Monster Manual 135.

👉 **Junk Golem:** 64; Appendix 1.

APL 8 (EL 10)

👉 **Clay Golem:** hp 90; Monster Manual 134.

APL 10 (EL 11)

☛ **Stone Golem**: hp 107; *Monster Manual* 136.

APL 12 (EL 12)

☛ **Clay Golems (2)**: hp 90; *Monster Manual* 134.

APL 14 (EL 14)

☛ **Stone Golems (3)**: hp 107, 107, 107; *Monster Manual* 136.

Tactics: These creatures attack intruders within the house, but will not pursue anyone outside.

A DC 22 Search check uncovers the following items hidden away in his piles of books, pots, pans, beakers, bottles and jars.

- Pickled brain in a large jar. A note upon the side reads, "Mayor".
- Book entitled, "Prophecies of Kreegar Nesh". It is filled with lurid accounts of Heironeous being unchivalric and being bested by his brother Hextor.
- Bottle filled with 30 eyeballs in a brackish liquid. A note says, "Hillmen".
- A crude map to a place labeled "ruins".
- Notes on the faith of Boccob.
- Tadolf's journal filled with mad ravings that make little sense.
- A check list for some dark ritual (includes human sacrifice).
- Torn out pages from a book called the "Incabulicon" detailing some events of the Twin cataclysms – the arrival of Incabulos upon the fields of the Bakluni. The account is quite incomplete.
- Scribbled drawings of a human face with mesmerizing eyes. Though the artistic value of the drawing leaves much to be desired, the artist did capture a chilling effect with the eyes.
- A short entry describing how five Boccobian sages deciphered a strange book, which eventually claimed their sanity, and then their lives.

The two important items in this pile are the map to the ruins (Boccob's Temple) and the notes about the five sages who deciphered the Canon Apocrypha.

Following the map allows the PCs to continue to the next encounter.

ENCOUNTER 9: ENEMIES IN THE FOG

The PCs find the rotting remains of dangerous animals, already slain. This encounter serves to illustrate the destruction the undead have wrought upon the local human and animal communities.

Environmental Conditions: Normal fog conditions apply here. See the section Preparation for Play for details regarding the fog.

According to Tadolf's map, the route to his secret stomping grounds leads deep into the crag of the valley. It takes a few hours to work your way through the fog filled wilderness. Fresh snow cracks under foot. The cracking makes for rhythmic beat as all your feet fall in steady patterns. From time to time, you see shadowy shapes in the distance. Was it a murder of crows? The wind howls through the thick trees and rock formations creating a low moaning sound. Sometimes you can hear your name called from afar.

A break in the tree line provides a welcome relief to the oppressive closeness of the trees. The fog seems to subside too.

About this time, the bodies of local animals can be seen scattered throughout the area.

You see the decayed and rotting bodies of squirrels, foxes, carrion crawlers, deer and an occasional bear. Further investigation of the bodies reveals that some were torn apart while others look like withered husks of flesh.

Development

Many of the inhabitants around this part of the Spurned Vale have been slain by the wandering, rampaging undead. A local watering hole served as a hub of animal activity, thus the large number of carcasses in this area.

ENCOUNTER 10: THE OLD BRIDGE

There's an old bridge across a river. A month ago after a long journey from the Bright Desert, a sphinx spotted the lonely bridge during her flight. The sphinx, Nefertet, believes that no remote bridge should be left without a guardian so she's appointed herself "Riddlemistress of the Bridge". Now all is right in the universe, in her opinion. If PCs get the right answer, they can cross the bridge and receive a special gift. If they don't get the riddle right, then Nefertet gets annoyed with them.

Environmental Conditions: About 50 ft. from the bridge, the fog settles in the riverbed below the bridge. On the path and bridge, there is no fog, but directly below the bridge and further up the path, normal fog rules apply. See the section Preparation for Play for details regarding the fog.

Along the riverside path, you begin to rise along a ridge. The fog begins to thin in this area, settling on the river below. Eventually, you make your way to a wood bridge.

Sitting comfortably against the posts along the bridge is a strange creature. Half of the body is a human woman's torso. The other half is a tawny colored lion. The oddity also has feathered wings.

Sensing your approach, the lady sits up right. "Ooh, visitors. I am Nefertet of the Bright. If you wish to cross my bridge, you must solve my riddle. Well, some would call it a puzzle but I like the sound of riddle. Do you wish to hear the riddle?"

🐉 **Nefertet**, Gynosphinx, 52 hp, Monster Manual 233.

Tadolf got the riddle correct so he earned access across the bridge. Nefertet didn't like him much but he did play her game so she honors her reward.

Here's the riddle

"Three good souls and three evil souls journey to where such wanderers go. They come to a flowing river that would sweep them away to oblivion. There is a boat on their side that can be used by either one or two souls. If the evil souls outnumber the good then the evil ones will destroy the good. How can the evil and good souls use the boat to cross the river so that all the good souls survive?"

Here's the solution:

1.	EEEEGG	--
	EG->	
2.	EEGG	EG
	<-G	
3.	EEEEGG	E
	EE->	
4.	GGG	EEE
	<-E	
5.	EGGG	EE
	GG->	
6.	EG	EEGG
	<-EG	
7.	EEGG	EG
	GG->	
8.	EE	EGGG
	<-E	
9.	EEE	GGG
	EE->	
10.	E	EEGGG
	<-E	
11.	EE	EGGG
	EE->	
Fin.	--	EEEEGGG

To run this puzzle, you can use two sets of dice or miniatures. For instance, you can use three six-sided dice and three twenty-sided dice to represent the two groups.

Failed Answer

If the PCs get the answer wrong, Nefertet grows weary of their efforts. No one seems to appreciate a good riddle

these days, which she finds depressing. They can attempt to charm her with nice comments and just ask for permission across.

Use the Diplomacy rules in the PHB. Nefertet starts out *friendly* if the PCs try to answer the riddle, *indifferent* if they are rude or disrespectful. Comments about her beauty and charming qualities will garner +4 circumstance bonus to the check. If they're talking about how nice she looks, she won't attempt to Sense Motive. That would be rude.

Bringing her to *Helpful* will allow access across the bridge. Should the PCs bring Nefertet to *unfriendly*, she will fly away in disgust returning later when they're gone. If brought to *hostile*, she will damage the bridge so they can't cross. Then she will fly away, again returning only when they're gone.

A DC 18 Intelligence check allows the PCs one clue, a valuable step in the solution. Each time a check is made, the DC rises one point. After the first check at DC 18, the next check will be DC 19 and so on. Use this if the players are getting frustrated or there is a lack of time remaining in the slot.

The first clue is the solution is only 11 trips. The subsequent clues are individual moves.

Success!

If the PCs get the answer right, then she rewards them.

The mighty sphinx shifts on her hindquarters. "Very good," she says. "For you, I have a reward. Hopefully what little you put into this game pays dividends in the end. There is a mad human beyond this river. Full of madness caused by one he doesn't know. A secret he seeks kept just out of reach by the little voice in his mind. Know that he is the unwitting guardian for that which he searches and never will he be infected with the truth."

With that, she moves to the side to allow egress across the bridge. A parting goodbye, she says, "Thank you for the game. I guess you're all not that bad."

Here the reward is information that Tadolf does not have the full collection of the Canon, and that he is perhaps an ignorant victim in what is going on. They can use this information as they wish.

The PCs continue to walk for another two hours before the next encounter.

DM's Note: Nefertet does not fool around with ability draining undead, as she has her own particular fear of them, so she allows them passage across the bridge without a fight. They are much too dangerous for her to bother, so she flies off to somewhere safe nearby when they get too close for comfort. She likes her riddles, but prefers to be alive. She was not around when several of the villagers were captured like Maurvier and Ralcus.

ENCOUNTER 11: ESCAPED SACRIFICIAL LAMB

A naked, terrified woman runs through the wilderness seeking safety.

Environmental Conditions: Normal fog conditions apply here. See the section Preparation for Play for details regarding the fog.

The distant cracking of snow beneath feet warns you of a visitor. Out from the woods, a young woman barely dressed in rags stumbles onto the snow-covered ground. Her body shivers from the cold, exhaustion and fear. Her tear-streaked cheeks and haunted eyes look up at you. Eyes wide in horror, she watches you warily. Unsure what to do, she tries to stand up and hide behind a tree.

This is Maurvier (female human Com1), a young woman from Wabron who was captured by the undead host. Maurvier was scheduled for sacrifice but escaped through luck and resourcefulness. Now she's trying to find her way back to Wabron, her only home.

She is the daughter of Adgier and Wiset Barley. Her brother Ralcus died a week ago as a sacrificial victim. She saw it and hatched her plans for escape.

She's young, perhaps in her late teens and probably pretty after a sufficient cleanup. Maurvier is usually a very friendly girl but now she's in a state of shock – a victim suffering from post-traumatic stress syndrome. She shakes uncontrollably and jumps if anyone tries to touch her. Nothing Maurvier has or touches is red.

Maurvier knows these things and will relate them to friendly saviors.

- She was in some big temple, long ruined.
- She's lost in the fog and can't find her way around.
- It was near a graveyard with big stone gravestones.
- Tadolf killed her brother during a ceremony.
- She was crying too loudly to hear what he was saying.
- She doesn't know how long she's been running.
- She doesn't remember which way she came. She's lost.

A DC 15 Heal check reveals that she has non-lethal damage from cold and exposure. She is beset by initial signs of frostbite and hypothermia (treat her as fatigued). Maurvier has 1 hp left before she collapses from hypothermia.

If left to fend for herself, she will collapse within the hour and eventually die.

If tended to, she recovers from her fatigue and is in better spirits. Should the PCs tell her about her family and how they left Wabron, she sobs uncontrollably. She still wishes to return to Wabron and emphatically refuses to return to the temple under any circumstances.

DM's Note: The best bet for the PCs would be to leave her in the safety of the sphinx. This would allow them to proceed to the temple ruins without delay. They may also choose to return to Wabron and secure her safety there.

Assuming the worst, her entire family left Wabron and was briefly met in Encounter 4. One of the older women will agree to tend to Maurvier until the PCs return.

ENCOUNTER 12: THE GRAVEYARD

Three hours later, the party finds an ancient graveyard with six large tombs. There are several fresh graves recently dug up. The huecuvas are the old Boccobian temple clerics turned to evil by failing their vows and succumbing to the Heresies. They are very cunning and prefer hit and run tactics focusing on clerics and spellcasters.

In this graveyard area only, the huecuvas have a special ability to rise from the earth to attack. It counts as a move action that provokes an attack of opportunity. Usually, this maneuver is done during a surprise round with the victim flatfooted so it rarely provokes. They can only do it once per combat.

DM's Note: This is designed to be a flavorful entry into combat to spark fear and awe in the players, not a broken movement-ability.

Environmental Conditions: The fog is within the graveyard. However, it is thinner along the pathway to the Temple door allowing 10 ft. of visibility from the road. Outside this area, the fog obscures anything beyond 5 ft., as per Fog Conditions in the DMG.

As the fog drifts around the dark, snow-covered graveyard, you can see six grand mausoleums. The rest of landscape is filled with stone markers for countless other graves. One of the mausoleum's doors is ajar, the iron-gate swinging in the crispy air. Its creak echoes throughout the Spurned Vale.

Each of the grand mausoleums bears a large holy symbol of Boccob upon the statuesque relief carved on each side.

The sixth mausoleum appears to be empty but something seems to live in it from time to time.

If the PCs investigate the graveyard other than the mausoleums and temple, then read the following.

A quick survey of the graveyard reveals several freshly dug up graves. Most of the coffins still remain in the holes while others rest precariously on the ground. Four shovels litter the area, rusted with age and exposure to the elements. A foul odor wafts through the area, smelling of rot and death.

The huecuvas lurk in the darkness (or beneath the ground) to see what the PCs do. They target the clerics if

they become isolated so they can limit the party's ability to heal or turn. The huecuvas will also flee if the fight is going poorly, waiting for a time to ambush the party again. Especially if they take time to heal up.

Depending on the APL, either one or two of the mausoleums will be open and serve as the lair of a huecuva. The open mausoleum is for the Boccobian cleric that fell to the heresies, thus transformed into a huecuva.

APL 4 (EL 6)

- ☛ Huecuva Cleric 2: hp 21; Appendix 1.
- ☛ Huecuva Paladin 2: hp 21; Appendix 1.

APL 6 (EL 8)

- ☛ Huecuva Cleric 4: hp 39; Appendix 1.
- ☛ Huecuva Paladin 4: hp 39; Appendix 1.

APL 8 (EL 8)

- ☛ Huecuva Cleric 4: hp 39; Appendix 1.
- ☛ Huecuva Paladin 4: hp 39; Appendix 1.

APL 10 (EL 10)

- ☛ Huecuva Cleric 5: hp 48; Appendix 1.
- ☛ Spellstitched Huecuva Paladin 6: hp 57; Appendix 1.

APL 12 (EL 11)

- ☛ Huecuva Cleric 7: hp 66; Appendix 1.
- ☛ Spellstitched Huecuva Paladin 6: hp 57; Appendix 1.

APL 14 (EL 13)

- ☛ Huecuva Cleric 9: hp 84; Appendix 1.
- ☛ Spellstitched Huecuva Paladin 8: hp 75; Appendix 1.

Tactics: The huecuvas are smart. In their former life, they were scholars and ranking clerics of the Temple. They will use whatever sneaky tricks the DM can come up with.

Treasure: Any treasure not on the bodies is found in the huecuvas' lair.

Treasure: The PCs can gain the following treasure here:

- 👑APL 4: Loot 153gp; Total 153gp.
- 👑APL 6: Loot 306gp; Total 306gp.
- 👑APL 8: Loot 153gp; Total 153gp.
- 👑APL 10: Loot 153gp; Total 153gp.
- 👑APL 12: Loot 306gp; Total 306gp.
- 👑APL 14: Loot 306gp; Total 306gp.

The mausoleums are large 20x30 ft. stone rooms with a locked door (DC 20 Open Locks check).

Above each door is written, "Balance above morality, knowledge above all." This is a central creed of the

Boccobian faithful. Once inside, the rooms are sparse, holding a lone coffin made of stone.

The PCs can search for traps. There are none. They can try to lift the lids off the coffins with a DC 15 Strength check.

Inside the coffin are the remains of a lone, robed dead body, except for one coffin since you just slew its occupant. Each body has various rings, necklaces and a gold circlet. None of it is magical.

The sixth and only open mausoleum is filled with refuse – as if it has been lived in. The door hangs ajar and rusted from exposure to the elements.

If the PCs investigate the recent grave, they find the barely living form of a woman fitting the description of Seiako in the partially-filled pit. She suffers from Huecuva Blight with the following stats: Str 0, Con 2. Soon, she will die but right now the disease has incapacitated her. Seiako is unconscious and waits for death in her dreams.

Please reference Huecuva entry in Appendix 2 for information on how to cure this disease.

DM's Note: If saved, Seiako will be in no fit state to assist the PCs. Even if somehow restored to full physical health, she will still be too frail of mind to be much help. It might be best to take her back to where they kept Maurvier.

ENCOUNTER 13: THE OLD TEMPLE OF BOCCOB

The entrance to the temple is trapped. Anyone touching the iron-framed wooden doors to the Temple will set off the magical trap. The password to the trap was lost long ago. However, Tadolf discovered it via his connection to Incubulos.

Environmental Conditions: The fog is thickest near the Temple. In fact, upon closer inspection, it seems to emanate from the walls itself. Normal fog rules apply near the Temple.

At the far end of the large graveyard sits a broken temple. The circular outer walls have crumbled under some mysterious reason. The oddly shaped, two-story temple complex still stands but it lacks the majesty of its former life.

Frescos and the statuary along the outer rim are broken or missing. Those that remain are worn down by the severe weather of the region.

Four passageways extend from the main temple to the outer wall. They have collapsed and now are impassable. The only entrance that seems to remain is the front door.

Large and made of wrought iron, the door still retains some of its artistic qualities. Upon the front

of both doors is a large symbol of Boccob. The eye leers at you, daring you to meddle in the affairs that aren't your business.

APL4 (CR 4)

✦ **Bestow Curse Trap:** CR 4; magic device; touch trigger (*detect good*); automatic reset; spell effect (*bestow curse*, 5th-level cleric, DC 14 Will save negates); Search DC 28; Disable Device DC 28.

This trap inflicts –6 decrease to Con (minimum 1).

APL6 (CR 5)

✦ **Fireball Trap:** CR 5; magic device; touch trigger; automatic reset; spell effect (*fireball*, 8th-level wizard, 8d6 fire, DC 14 Reflex save half damage); Search DC 29; Disable Device DC 29.

APL8 (CR 7)

✦ **Chain Lightning Trap:** CR 7; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*chain lightning*, 11th-level wizard, 11d6 electricity to target nearest center of trigger area plus 5d6 electricity to each of up to eleven secondary targets, DC 19 Reflex save half damage); Search DC 31; Disable Device DC 31.

APL10 (CR 8)

✦ **Prismatic Spray Trap:** CR 8; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*prismatic spray*, 13th-level wizard, DC 20 Reflex, Fortitude, or Will save, depending on effect); Search DC 32; Disable Device DC 32.

APL12 (CR 10)

✦ **Energy Drain Trap:** CR 10; magic device; visual trigger (*true seeing*); automatic reset; Atk +8 ranged touch; spell effect (*energy drain*, 17th-level wizard, 2d4 negative levels for 24 hours, DC 23 Fortitude save negates); Search DC 34; Disable Device DC 34.

APL14 (CR 12)

✦ **Energy Drain Trap (2):** CR 10; magic device; visual trigger (*true seeing*); automatic reset; Atk +8 ranged touch; spell effect (*energy drain*, 17th-level wizard, 2d4 negative levels for 24 hours, DC 23 Fortitude save negates); Search DC 34; Disable Device DC 34.

There are two energy drain traps at this APL. The first is on the floor directly in front of the door. The second is on the door itself.

The outside, stained-glass windows are enchanted with a permanent *glassteel* spell. They are nearly impervious to breakage.

The four passages to the outer wall are blocked by crumbled wall. To gain access through these areas, the PCs would need to clear a 10 ft. x 5 ft. x 30 ft. corridor through the rock to reach the other side. This assumes medium-sized creatures that aren't squeezed.

ENCOUNTER 14: INSIDE THE RUINS

Once inside the temple complex, the PCs must find the room containing the mad priest.

Environmental Conditions: There is no fog within the temple. There are several permanent fixtures along the walls to provide adequate light within the building. It is still very cold in the building, but not enough to warrant protective magic.

Main Temple Area:

The doors open into a large, cavernous chamber. From the doorway, two lines of pillars extend into the center of the temple, ending at the great sacrificial fire. There are two archways and two doors out of this room. Upon the floor, the tiles have been laid out into a magnificent and colorful symbol of Boccob.

Summoning Room:

Beyond the archway on the left is a large, 20-ft diameter pool. It looks to be a summoning room. The pool water is stale and foul smelling.

Meditation Room:

In the room to the right, several pews face a mural upon the wall. The mural depicts Boccob holding a mighty staff in one hand and a book in another. This room is a special shrine for devotees to engage in special meditations to the Uncaring.

Treasure: At APL 6 and above: incense of meditation (2 blocks)

Acolyte Rooms:

The two doors lead to tiny rooms serving as changing and bedrooms for the temple priesthood on duty. Like much of the interior of this temple, the items are old from disuse but not disrupted.

Treasure: There is a pouch of 34gp under one of the beds.

Upper Level:

Along the back wall, two discreet staircases wind their way up to the second story. The stairs arrive at a large hallway. Three archways lead out of this room and a set of double doors are on the north wall. A bright light ahead emanates from the central archway.

Inner Sanctum:

In the central room, a large ever-burning fire roams in a large 20-ft diameter brazier. The tiles in this room are painted bright orange and must have been the holiest part of the temple – only for the priesthood.

At the center of the room is a malfunctioning *horn of fog*. The intense magical energies in this temple have caused it to continually produce fog. The fog begins outside the temple, not from the mouth of the horn as usual. The fog produced from this horn is unending unless the PCs remove it from the Inner Sanctum. Once the horn leaves the room, it deactivates. It will return to normal operation in 24 hours. Until then, it ceases to function.

Also, the fog in the Spurned Vale will lift normally starting with the graveyard directly outside the temple.

At APL 10 and above a DC 20 Search check will reveal a *candle of invocation* in a dusty alcove.

Jr. Priest Room:

The archways on either side lead to halls filled with dorm rooms for the temple priest. Each room is empty of possession, but do contain a cot, wardrobe, wash basin and comb. In each hallway, there is also a toilet room.

At APL 8 and above, a DC 15 Search check reveals a moldy pouch hanging off one of the cots that contains a *bead of force*.

Priest Room:

The finely furnished room has a bed, a wooden wardrobe and a sturdy lock box. A wash basin and small shrine complete the contents of this room.

At APL 10 and above, one of the lockboxes holds a Boccob's blessed book.

Priest Lounge:

These hallways both lead into another large room filled with light from stained glass windows. This must have been a group study room. Several sconces of ever-burning torches line the wall making this chamber very well lit.

A DC 15 Search check will reveal 32gp worth of coins in a pouch lying in a shadowed corner. At APL 8 and above, a robe left over a chair near the entrance is a *robe of useful items* (otherwise it is just a tatty robe).

High Priest's Study:

The double doors lead to once resplendent quarters now dusty and faded. This may once have been the high priest's personal study and laboratory. Instead, however, they are inhabited by a crooked, mad-looking, old man.

Once the PCs reach this room, proceed to Encounter 15.

Treasure: The PCs gain the following treasure from all the rooms of the temple except the High Priest study here:

☞APL 4: Coin 11gp; Magic 167gp; *horn of fog* (167gp); Total 178gp

☞APL 6: Coin 11gp; Magic 983gp; *incense of meditation* (2 blocks; 408gp ea), *horn of fog* (167gp); Total 994gp

☞APL 8: Coin 11gp; Magic 1,816gp; *incense of meditation* (2 blocks; 408gp ea), *horn of fog* (167gp), *bead of force* (250gp), *robe of useful items* (583gp); Total 1,827gp

☞APL 10/12/14: Coin 11gp; Magic 4,192gp; *incense of meditation* (2 blocks; 408gp ea), *candle of invocation* (2 candles; 667gp ea), *horn of fog* (167gp), *bead of force* (250gp), *robe of useful items* (583gp) and Boccob's blessed Bbok (1,042gp); Total 4,203gp

ENCOUNTER 15: MR. HERUGIN, I PRESUME

The PCs find the crazy priest. They can either kill him or try to save him from his insanity. They recover the book and end the undead menace upon the village.

The DM may need to change as necessary for overly-aggressive PCs or those PCs who hate long monologues.

In the center of the room, a crooked old man stands hunched over. His long, thinning hair hangs in matted locks. The man's robes are thick with mud and dirt, as if he has neglected proper cleaning for months. His movements are far from frail or feeble.

"You are the heroes, I presume. The ones here to stop the inevitable. The ones to stop the truth from getting out. Oh, yes the truth – that which the gods fear. Truth! What I have here is only for the ears of gods, but now mere mortals can hear the truth. Truth is the word and the word shall set you free!" The one-eyed Tadolf spits in your direction. "No, you won't stop me here. What is set in motion cannot be stopped. You are too late. I'm surprised you made it past all those little annoyances I sent to delay your arrival. I imagine it delayed your progress. No?"

The strange little priest begins to cackle and laugh, his crooked finger pointing at you, a crazed look in his eyes, "Lydia will reveal your doom, unbelievers. There is only truth and Lydia reveals it." He points to the book behind him. "This is the truth that will set us all free. Don't you understand? We've been living in blindness."

His hand reaches towards his missing eye and caresses the eye patch. "Oh, how I have suffered to learn the way. Oh, how you will suffer to know the truth. A path through the lies taught to us by high priests and priors. The insufferable heresies stop now with these truths. Oh, you of little faith, you must believe me. Only I wield the truth unspoken. Only I can set you free from your lives of ignorance."

Tadolf raises his hands in triumph. His only good eye lowers and looks in your direction. "So heroes, what is your decision? Do you accept the truth and become my students or do you die at my hand, the heretics you choose to become?"

If the PCs make an aggressive move, he attacks, and his huecuva guard makes its presence known.

From a shadowed corner, an armored figure moves to a position where it might support the strange little man...

APL 4 (EL 7)

☛ **Tadolf Herugin:** male human cleric 6; hp 45; Appendix 1.

☛ **Huecuva Paladin 2:** hp 19; Appendix 1.

APL 6 (EL 9)

☛ **Tadolf Herugin:** male human cleric 8; hp 59; Appendix 1.

☛ **Huecuva Paladin 4:** hp 35; Appendix 1.

APL 8 (EL 11)

☛ **Tadolf Herugin:** male human cleric 10; hp 73; Appendix 1.

☛ **Huecuva Paladin 6:** hp 51; Appendix 1.

APL 10 (EL 13)

☛ **Tadolf Herugin:** male human cleric 12; hp 87; Appendix 1.

☛ **Huecuva Paladin 8:** hp 67; Appendix 1.

APL 12 (EL 15)

☛ **Tadolf Herugin:** male human cleric 14; hp 101; Appendix 1.

☛ **Huecuva Paladin 10:** hp 83; Appendix 1.

APL 14 (EL 17)

☛ **Tadolf Herugin:** male human cleric 16; hp 115; Appendix 1.

☛ **Huecuva Paladin 10 (2):** hp 83, 83; Appendix 1.

Treasure: The PCs can gain the following treasure here:

APL 4: Loot 203gp; Coin 1gp; Magic 458gp; *periapt of wisdom* +2 (333gp), *brooch of shielding* (125gp); Total 662gp.

APL 6: Loot 203gp; Coin 1gp; Magic 929gp; *periapt of wisdom* +2 (333gp), *brooch of shielding* (125gp), +2 *full plate* (471gp); Total 1,133gp.

APL 8: Loot 203gp; Coin 1gp; Magic 1,262gp; *periapt of wisdom* +2 (333gp), *brooch of shielding* (125gp), +2 *full plate* (471gp), *ring of counterspells* (333gp); Total 1,466gp.

APL 10: Loot 203gp; Coin 1gp; Magic 1,928gp; *periapt of wisdom* +2 (333gp), *brooch of shielding* (125gp), +2 *full plate* (471gp), *ring of counterspells* (333gp), 2 *pearls of power* (2nd level, 333gp ea.); Total 2,132gp.

APL 12: Loot 203gp; Coin 1gp; Magic 2,428gp; *periapt of wisdom* +2 (333gp), *brooch of shielding* (125gp), +2 *full plate* (471gp), *ring of counterspells* (333gp), 2 *pearls of power* (2nd level, 333gp ea.), *oil of greater magic weapon* +5 (250gp), *potion of magic vestment* +5 (250gp); Total 2,632gp.

APL 14: Loot 203gp; Coin 1gp; Magic 7,793gp; *periapt of wisdom* +2 (333gp), *brooch of shielding* (125gp), +2 *full plate* (471gp), *ring of counterspells* (333gp), 2 *pearls of*

power (2nd level, 333gp ea.), +1 *axiomatic heavy mace* (1,526), +1 *unholy longsword* (1,526gp), *staff of healing* (2,313gp); Total 7,997gp.

When Tadolf was infected with his madness over the heresies, Lydia revoked his spells. In this magical vacuum, Incabulos secretly granted Tadolf's spell requests, including altering his spell domains, so he could keep control over the priest.

The fragile mind of Tadolf is none the wiser and his strong command of religious doctrine has become twisted. Incabulos uses Tadolf to keep the Canon hidden and dispersed for now. Any time that Tadolf begins to get closer to a complete solution, Incabulos provides nightmares and a new strain of madness to keep the dark knowledge inconclusive.

How to heal Tadolf's insanity

Non-aggressive rhetoric and diplomacy can get Tadolf to think about what he's doing. By being persuasive, the PCs can find a crack in his insanity-inspired circular logic. Using their knowledge of religion and good arguments, they can get Tadolf to see the folly of his ways enough to lose his connection with Incabulos and seek atonement with Lydia.

Tadolf starts off *Hostile*, or *Indifferent* (if the PCs enter his study in a non-aggressive manner).

Diplomacy Conditions	Mod
Knowledge (religion) 5 ranks	+2
Cleric of Lydia	+4
Divine spellcaster of Lydia	+2
Perform (Oratory) representing debating skills	+2
Argue the authenticity of the book or bring up human sacrifice isn't proper behavior	+2
Chaotic alignment, he distrusts unlawful types	-2
Immediately attacked him	-4
Obviously anti-Lyidian or liar	-4

An insanity spirit, sent by Incabulos to possess his mind, causes Tadolf's insanity. Any PC with the Exorcise ability can attempt to free Tadolf of his possession.

APL 4: Exorcise DC 15

APL 6: Exorcise DC 17

APL 8: Exorcise DC 19

APL 10: Exorcise DC 21

APL 12: Exorcise DC 23

APL 14: Exorcise DC 25

If successful, the spirit leaves Tadolf's body and leaves him in a state of fragile sanity. Tadolf must atone for his sins to regain his spell-casting and other class abilities.

If the exorcism fails, the spirit within Tadolf focuses its wrath and most damaging spells upon the would-be Exorcist. Tadolf shows no mercy for that individual.

Atonement to Lydia

If made *friendly* through Diplomacy, Tadolf will consider accepting atonement from Lydia to rejoin the faithful. At that point, he loses his spell-casting abilities from Incabulos. Tadolf won't regain these abilities until he atones with Lydia. He'll also be languid and listless with grief over what he's done.

Looking for the book

The PCs will no doubt be searching for the Canon Apocrypha, as that was one of their tasks. Unfortunately the book itself is not here, as the priestess of Lydia was misinformed. Instead there are study notes indicating Tadolf at least had seen the tome.

The contents of this messy room are hard to describe. Piles of half-burnt parchment and torn books lie everywhere on the floor. The tables have bottles and beakers filled with strange liquids. The body of a young man sits unceremoniously in the corner, his body in advanced stages of rot. Upon the table at which Tadolf sat is an incoherent collection of translation notes.

If a PC examines the notes, read the following:

After a brief review of the notes, you can tell they come from a book called the Canon Apocrypha. The notes you read are disturbing and hardly make sense. Some seem to be describing stories about the gods that you've never heard before. Others describe the gods in ways which are completely at odds with what you know.

Most of the notes that Tadolf gained are from the disposed working notes of the Boccobian scholar priests. They are filled with mistranslations, accurate translations, comments, scribe annotations, and lots of other miscellaneous notes. Many of them have drinking cup stains.

Those with Knowledge (arcana) or Spellcraft ranks will notice that several pages strewn around the room detail a magic ritual. It seems to be some sort of summoning or release from confinement spell. A successful DC 30 Knowledge (Arcana) check determines that it won't work in its present form.

DM's Note: The actual Canon Apocrypha is not here, not can any clues be gleaned as to its whereabouts at this stage. Tadolf is of no help if still alive, for he is either too insane to help, or his 'cure' has driven the knowledge from his mind.

Little information is given as to the contents of the notes at this time. This is deliberate, as more will be revealed in the future. As an example the DM can use, however, it could be construed from the writings that Procan was once a servant of Xerbo before seeking followers elsewhere.

CONCLUSION

Adjust the conclusion to fit any differences in the outcome of the story.

You make your way back to Wabron, and a gentle snow begins to fall – as if the gods themselves are cleansing this forgotten valley, and washing away some of its sins.

The villagers are excited by your return because it can mean only one thing, you destroyed the undead menace plaguing their humble lives. For that, they are immensely thankful and tend to your wounds or hungry stomachs.

After a few days of rest, and helping the villagers regain a modicum of normality to their lives, you set out for Nellix. The journey is uneventful and you arrive without hassle through the city gates.

The PCs receive the Common Gratitude AR item.

Reporting to Lord Broden

If the PCs were able to defeat the undead in the graveyard and stop the mad priest, then the PCs gain the AR item Favor of Lord Broden. Read the following:

Lord Broden is very happy with news of your success over the undead forces. Perhaps he should send a small garrison to help protect those remote villages of the Duchy. The pursewarden pays you your reward and politely dismisses you from the main keep.

You are free to continue your wanderings around Nellix.

Reporting to Priestess Urfala

If the PCs have recovered the notes regarding the Canon Apocrypha and return it to the College, they gain the AR item Collegiate Compliments.

If the PCs managed to save Seiako they also receive the Agent's Gratitude AR item.

Read the following:

Your contact in the Trigol College of the Divine, Urfala, meets with you. When you hand her the pile of notes, she takes it and places it in a stout box. With a loud click, the sturdy lock secures the box. Two attendants take the box away.

"You don't know what you have done today. By allowing us to claim these wretched notes, we are a step closer to preventing what could only be a civil war between religious factions of the good gods. If only we might find the real book itself, then I shall feel more secure. Our best scholars will spend time determining the falsehoods of these writings. Then should others read them they can see just how false they are."

"For your help, our organization is willing to provide you with some additional rewards. Here is

your money and I hope we can seek your services for future missions. May the light of Lydia guide your journey."

She bows and leaves the room.

The end

EXPERIENCE POINT SUMMARY

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the experience award. Award the total value (objectives plus roleplaying) to each character.

3: Option Three

Defeat the minions of Incabulos.

APL 4 (EL 5)	150xp
APL 6 (EL 6)	180xp
APL 8 (EL 8)	240xp
APL10 (EL 10)	300xp
APL 12 (EL 12)	360xp
APL 14 (EL 12)	360xp

5: The Fog

Defeat the first wave of undead.

APL 4 (EL 5)	150xp
APL 6 (EL 6)	180xp
APL 8 (EL 8)	240xp
APL10 (EL 10)	300xp
APL 12 (EL 12)	360xp
APL 14 (EL 14)	420xp

6: Skeletons Not in the Closet

Defeat the second wave of undead

APL 4 (EL 4)	120xp
APL 6 (EL 6)	180xp
APL 8 (EL 8)	240xp
APL10 (EL 10)	300xp
APL 12 (EL 12)	360xp
APL 14 (EL 14)	420xp

8: Rev. Tadolf Herugin's House

Defeat the household guardians.

APL 4 (EL 5)	150xp
APL 6 (EL 8)	240xp
APL 8 (EL 10)	300xp
APL10 (EL 11)	330xp
APL 12 (EL 12)	360xp
APL 14 (EL 14)	420xp

12: The Graveyard

Defeat the graveyard undead.

APL 4 (EL 6)	180xp
APL 6 (EL 8)	240xp
APL 8 (EL 8)	240xp
APL10 (EL 10)	300xp
APL 12 (EL 11)	330xp
APL 14 (EL 13)	390xp

13: The Old Temple of Boccob

Overcome the trap on the front door.

APL 4 (EL 4)	120xp
APL 6 (EL 5)	150xp
APL 8 (EL 7)	210xp

APL10 (EL 8)	240xp
APL 12 (EL 10)	300xp
APL 14 (EL 12)	360xp

15: Mr. Herugin, I Presume

Pacify or defeat Tadolf Herugin.

APL 4 (EL 7)	210xp
APL 6 (EL 9)	270xp
APL 8 (EL 11)	330xp
APL10 (EL 13)	390xp
APL 12 (EL 15)	450xp
APL 14 (EL 17)	510xp

Story Award

Heal Maurvier and secure her safety.

APL 4	35xp
APL 6	45xp
APL 8	65xp
APL10	70xp
APL 12	85xp
APL 14	90xp

Story Award

Find Seiako and heal her.

APL 4	35xp
APL 6	45xp
APL 8	60xp
APL10	70xp
APL 12	80xp
APL 14	90xp

Story Award

Solve the riddle of the sphinx.

APL 4	65xp
APL 6	90xp
APL 8	100xp
APL10	130xp
APL 12	150xp
APL 14	180xp

Roleplaying Award

APL 4	135xp
APL 6	180xp
APL 8	225xp
APL10	270xp
APL 12	315xp
APL 14	360xp

Total Possible Experience

APL 4	1,350xp
APL 6	1,800xp
APL 8	2,250xp
APL 10	2,700xp
APL 12	3,150xp
APL 14	3,600xp

TREASURE SUMMARY

During an adventure, characters encounter treasure, usually finding it in the possession of their foes. Every encounter that features treasure has a "treasure" section within the encounter description, giving information about the loot, coins, and magic items that make up the encounter's treasure.

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 minutes per every 5 enemies, and if the characters cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that characters can go back to loot the bodies, and those bodies are there (i.e., not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

The coin total is the number of gold pieces each character gains if they take the coin available. A normal adventuring party can usually gather this wealth in a round or so. If for some reason, they pass up this treasure, the coin total is subtracted from the encounter totals given below.

Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and because characters may want to use them during the adventure. Many times characters must cast *identify*, *analyze dweomer* or similar spell to determine what the item does and how to activate it. Other times they may attempt to use the item blindly. If the magic item is consumable (a potion, scroll, magic bolts, etc.) and the item is used before the end of the adventure, its total is subtracted from the adventure totals below.

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the gp Gained field of the adventure certificate.

Loot = Looted gear from enemy; Coin = Coin, Gems, Jewelry, and other valuables; Magic = Magic Items.

3: Option Three

APL 4: Loot 34gp; Coin 2gp; Total 36gp.

APL 6: Loot 3gp; Coin 35gp; Magic 333gp; *cloak of charisma* +2 (333gp); Total 371gp.

APL 8: Loot 3gp; Coin 35gp; Magic 496gp; +1 *hide armor* (111gp), +1 *greatclub* (218gp), *ring of protection* +1 (167gp); Total 534gp.

APL 10: Loot 22gp; Coin 126gp; Total 148gp.

APL 12: Loot 22gp; Coin 126gp; Total 148gp.

APL 14: Loot 22gp; Coin 126gp; Magic 1,058gp; *cloak of charisma* +2 (333gp), +1 *human bane greatsword* (725gp); Total 1,206gp.

12: Graveyard

APL 4: Loot 153gp; Total 153gp.

APL 6: Loot 306gp; Total 306gp.

APL 8: Loot 153gp; Total 153gp.

APL 10: Loot 153gp; Total 153gp.

APL 12: Loot 306gp; Total 306gp.

APL 14: Loot 306gp; Total 306gp.

14: Inside the Ruins

APL 4: Coin 11gp; Magic 167gp; *horn of fog* (167gp); Total 178gp

APL 6: Coin 11gp; Magic 983gp; *incense of meditation* (2 blocks; 408gp ea), *horn of fog* (167gp); Total 994gp

APL 8: Coin 11gp; Magic 1,816gp; *incense of meditation* (2 blocks; 408gp ea), *horn of fog* (167gp), *bead of force* (250gp), *robe of useful items* (583gp); Total 1,827gp

APL 10/12/14: Coin 11gp; Magic 4,192gp; *incense of meditation* (2 blocks; 408gp ea), *candle of invocation* (2 candles; 667gp ea), *Horn of Fog* (167gp), *bead of force* (250gp), *robe of useful items* (583gp) and *Boccob's blessed book* (1,042gp); Total 4,203gp

15: Mr. Herugin I Presume

APL 4: Loot 203gp; Coin 1gp; Magic 458gp; *periapt of wisdom* +2 (333gp), *brooch of shielding* (125gp); Total 662gp.

APL 6: Loot 203gp; Coin 1gp; Magic 929gp; *periapt of wisdom* +2 (333gp), *brooch of shielding* (125gp), +2 *full plate* (471gp); Total 1,133gp.

APL 8: Loot 203gp; Coin 1gp; Magic 1,262gp; *periapt of wisdom* +2 (333gp), *brooch of shielding* (125gp), +2 *full plate* (471gp), *ring of counterspells* (333gp); Total 1,466gp.

APL 10: Loot 203gp; Coin 1gp; Magic 1,928gp; *periapt of wisdom* +2 (333gp), *brooch of shielding* (125gp), +2 *full plate* (471gp), *ring of counterspells* (333gp), 2 *pearls of power* (2nd level, 333gp ea.); Total 2,132gp.

APL 12: Loot 203gp; Coin 1gp; Magic 2,428gp; *periapt of wisdom* +2 (333gp), *brooch of shielding* (125gp), +2 *full plate* (471gp), *ring of counterspells* (333gp), 2 *pearls of power* (2nd level, 333gp ea.), *oil of greater magic weapon* +5 (250gp), *potion of magic vestment* +5 (250gp); Total 2,632gp.

APL 14: Loot 203gp; Coin 1gp; Magic 7,793gp; *periapt of wisdom* +2 (333gp), *brooch of shielding* (125gp), +2 *full plate* (471gp), *ring of counterspells* (333gp), 2 *pearls of power* (2nd level, 333gp ea.), +1 *axiomatic heavy mace* (1,526), +1 *unholy longsword* (1,526gp), *staff of healing* (2,313gp); Total 7,997gp.

Treasure Cap

APL 4: 1,300gp

APL 6: 1,800gp

APL 8: 2,600gp

APL 10: 4,600gp

APL 12: 6,600gp

APL 14: 13,200gp

Total Possible Treasure

APL 4: 1,362gp

APL 6: 2,471gp

APL 8: 3,980gp

APL 10: 6,636gp

APL 12: 7,289gp

APL 14: 13,712gp

- *staff of healing* (Adventure; DMG)
- *+1 axiomatic heavy mace* (Adventure; DMG)

ADVENTURE RECORD ITEMS

Agent's Gratitude: You were instrumental in saving the Lydian investigator, Seiako, from a dire situation. As a reward she is willing to share some of her knowledge with you. You may gain access to the *Spymaster* prestige class.

Collegiate Compliments: You have assisted a Lydian representative of the Trigol College of the Divine, and they are grateful. The Lydians of the College will provide access to learn one of the following spells – *know opponent* (SpC) or *know vulnerabilities* (SpC). Alternatively, you may call, once, upon Lydia for a *divination*, *true seeing* or *legend lore* spell (CL 15th). Used on AR ____.

Common Gratitude: Your actions have resulted in the rescue of common folk from a dire situation, and they are grateful. Word of your exploits passes around in folk tales and songs, and your reputation is improved in the wider area. Unless otherwise noted in the text of any adventure, common rural NPCs within the Nyron and her Environs meta-region will start with an initial attitude of Friendly towards the character.

Favor of Lord Broden: You have performed a valuable service for Lord Broden and have earned his favor. When you use this favor, a member his White Hart faction will upgrade one of your magical suits of armor with the *ghost touch* special ability. You must still pay the full difference in market value for the upgrade, and you may not have any levels in the *occult slayer* prestige class at the time of the upgrade. You may only use this favor once.

ITEM ACCESS

APL 4:

- *brooch of shielding* (Adventure; DMG)
- *horn of fog* (Adventure; DMG)

APL 6 (all of APLs 4 plus the following):

- *incense of meditation* (Adventure; DMG)

APL 8 (all of APLs 4-6 plus the following):

- *ring of counterspells* (Adventure; DMG)
- *bead of force* (Adventure; DMG)
- *robe of useful items* (Adventure; DMG)

APL 10 (all of APLs 4-8 plus the following):

- *pearl of power* (2nd) (Adventure; DMG)
- *candle of invocation* (Adventure; DMG)

APL 12 (all of APLs 4-10 plus the following):

- *oil of greater magic weapon* +5 (Adventure, DMG)
- *potion of magic vestment* +5 (Adventure, DMG)

APL 14 (all of APLs 4-12 plus the following):

APL 4

3: OPTION THREE

QODIM

CR 3

Male tiefling rogue 3

LE Medium Outsider (Native)

Init +3; **Senses** Listen +1, Spot +4, Darkvision (60 ft.)

Aura minor evil

Languages Common, Infernal

AC 17, touch 14, flat-footed 14

(+3 Dex, +4 armor)

hp 15 (3 HD)

Resist cold 5, electricity 5, and fire 5

Fort +2, **Ref** +6, **Will** +1

Speed 30 ft. in chain shirt (6 squares), base movement 30 ft.;

Melee rapier +5 (1d6+2/18-20) or

dagger +4 (1d4+2/19-20)

Ranged shortbow +5 (1d6/x3)

Space 5 ft.; **Reach** 5 ft.

Base Atk +2; **Grp** +3

Atk Options Darkness

Special Actions Evasion, Sneak attack +2d6, trapfinding, trap sense +1;

Abilities Str 14, Dex 17, Con 13, Int 12, Wis 10, Cha 8

SA Darkness

SQ Darkvision 60 ft., resistance to cold 5, electricity 5, and fire 5

Feats Weapon Focus (rapier), combat reflexes

Skills Bluff +9, Balance +8, Hide +9, Jump +8, Listen +1, Move Silent +9, Sense Motive +6, Spot +5, Tumble +11;

Possessions masterwork rapier, chain shirt, backpack, rations, wine skin, shortbow, arrows, quiver, sack, iron spikes

XALIS

CR 3

Female tiefling sorcerer 3

LE Medium Outsider (Native)

Init +3; **Senses** Listen +0, Spot +0, Darkvision (60 ft.)

Aura minor evil

Languages Common, Infernal

AC 17, touch 14, flat-footed 10

(+3 Dex, +4 *shield*)

hp 11 (3 HD)

Resist cold 5, electricity 5, and fire 5

Fort +2, **Ref** +4, **Will** +3

Speed 30 ft. (6 squares), base movement 30 ft.;

Melee quarterstaff +0 (1d6-1) or

dagger +0 (1d4-1/19-20)

Ranged light crossbow +2 (1d6/x3)

Space 5 ft.; **Reach** 5 ft.

Base Atk +1; **Grp** +0

Atk Options Darkness

Special Actions Evasion, Sneak attack +1d6, trapfinding, trap sense +1;

Sorcerer Spells Known (CL 3rd):

1st (5/day)—*chill touch* (DC 13), *ray of enfeeblement* (DC 13), *shield*[†]

0 (6/day)—*acid splash*, *detect magic*, *ray of frost*, *touch of fatigue* (DC 12)

† Already cast

Abilities Str 8, Dex 16, Con 13, Int 12, Wis 10, Cha 15

SA Darkness

SQ Darkvision 60 ft., resistance to cold 5, electricity 5, and fire 5

Feats Point Blank Shot, Precise Shot

Skills Bluff +8, Hide +3, Knowledge (arcana) +7, Spellcraft +7;

Possessions backpack, *cloak of charisma* +2, dagger, rations, wine skin, light crossbow, bolts (20), quiver, sack, iron spikes, quarterstaff

8: REV. HERUGIN'S HOUSE

JUNK GOLEM

CR 5

N Medium Construct

Init -1; **Senses** Listen +0, Spot +0, Low-light Vision

Languages Common

AC 17, touch 9, flat-footed 17

(-1 Dex, +8 natural)

hp 64 (8d10+20 HD); DR 5/bludgeoning

Immune magic immunity

Fort +2, **Ref** +1, **Will** +2

Speed 20 ft. in armor (4 squares), base movement 20 ft.;

Melee Slam +10 (2d6+4)

Space 5 ft.; **Reach** 5 ft.

Base Atk +6; **Grp** +10

Atk Options Metal Rot

Abilities Str 18, Dex 8, Con -, Int -, Wis 11, Cha 1

SQ Construct traits, DR 5/bludgeoning, low-light vision, magic immunity, salvage, self-repair

Feats -

Skills -

Possessions salvage

Metal Rot (Su) Once every 1d4+1 rounds, as a free action, the junk golem can draw upon the corrosion, decay, and rust within its body to expel a cloud of metal-rotting orange gas into the air. This gas affects any metallic object within 5 feet of the creature and deals 1d6 points of damage to all such items (ignoring hardness). Metal magic items do not receive saving throws, but any creature within this area may make a DC 14 Reflex save to avoid the gas completely. This save DC is Constitution based.

Magic Immunity (Ex) A junk golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature as noted below.

Mending repairs 1 hit point of damage to the golem, while *make whole* repairs 3d6 hit points of damage. Junk golems are treated as a crystalline creature for the purposes of the shatter spell, which affects them normally.

Salvage (Ex) Although most of the individual item that make up a junk golem are worthless, a DC 15 Search of the creature's remains reveals 1d6 mundane items that are still functional (roll on Table 3-8 on page 56 of the DMG).

Self Repair (Ex) Junk golems are able to retrieve discarded items and add them to their own forms, replacing damaged components and reinforcing their bodies with new pieces of metal or wood. Generally, a wandering junk golem can use this ability to repair 1d6 hit points per hour, but in areas with large amounts of items (battle sites, scap heaps, and so on) this ability may be used to repair 3d6 hit points per hour.

12: THE GRAVEYARD

HUECUVA CLERIC

CR 4

NE Medium Undead

Init +0; **Senses** Listen +4, Spot +4, Darkvision (60 ft.)

Languages Common

AC 23, touch 9, flat-footed 23

(-1 Dex, +8 armor, +2 shield, +4 natural)

hp 21 (2 HD); **DR** 10/silver

Immune undead immunities

SR 12

Fort +5, **Ref** +1, **Will** +9

Speed 20 ft. in full plate (4 squares), base movement 30 ft.;

Melee morningstar +3 (1d8+2) or

dagger +3 (1d4+2/19-20) or

slam +3 (1d6+2)

Ranged light crossbow +0 (1d8/19-20)

Space 5 ft.; **Reach** 5 ft.

Base Atk +1; **Grp** +3

Atk Options

Special Actions Huecuva blight, rebuke undead 5/day

Cleric Spells Prepared (CL 2nd):

1st—*bane* (DC 15), *cause fear*^P (DC 15), *doom* (DC 15), *protection from good*

0—*detect magic*, *guidance*, *resistance*, *virtue*

D: Domain spell. Deity: Incubulos. Domains: Death (*death touch* 1/day), Evil (cast evil spells at +1 caster level)

Abilities Str 15, Dex 9, Con —, Int 4, Wis 18, Cha 14

SQ turn resistance +4, undead traits

Feats Brew Potion, Scribe Scroll, Toughness

Skills Concentration +5, Heal +5, Knowledge (arcana) -1, Knowledge (religion) +2, Spellcraft -1,

Possessions dagger, masterwork full plate, masterwork heavy steel shield, morningstar

Huecuva Blight (Su) Victims hit by a huecuva's slam attack must succeed on a Fortitude save (DC 14) or fall prey to the disease called huecuva blight. The incubation period is 1 day; at the end of that time the disease deals 1d2 points of Strength and Constitution damage. An infected victim must make a saving throw each day thereafter or take another 1d2 points of Strength and Constitution damage. The effects of huecuva blight are cumulative each

day until the victim reaches 0 Constitution (and dies), makes two consecutive successful saves, or receives magical treatment (such as a remove disease spell).

Turn Resistance (Ex) A huecuva is treated as an undead with 2 more Hit Dice than it actually has for the purposes of turn, rebuke, command, or bolster attempts.

Undead Traits A huecuva is immune to mind-affecting effects, poison, sleep, paralysis, stunning, disease, death effects, necromantic effects (unless they specifically affect undead), and any effect that requires a Fortitude save unless it also works on objects. It is not subject to critical hits, subdual damage, ability damage, ability drain, or death from massive damage. A huecuva cannot be raised, and resurrection works only if it is willing. A huecuva has darkvision (60-foot range).

HUECUVA PALADIN

CR 4

NE Medium Undead

Init +0; **Senses** Listen +2, Spot +2, Darkvision (60 ft.)

Languages Common

AC 24, touch 10, flat-footed 24

(+8 armor, +2 shield, +4 natural)

hp 21 (2 HD); **DR** 10/silver

Immune undead immunities

Fort +3, **Ref** +0, **Will** +2

Speed 20 ft. in full plate (4 squares), base movement 30 ft.;

Melee longsword +5 (1d8+3/19-20) or

short sword +5 (1d6+3/19-20) or

dagger +5 (1d4+3/19-20) or

slam +5 (1d6+3)

Space 5 ft.; **Reach** 5 ft.

Base Atk +2; **Grp** +5

Atk Options Cleave, Power Attack

Special Actions Huecuva blight, *smite good* 1/day

Abilities Str 17, Dex 10, Con —, Int 2, Wis 15, Cha 16

SQ turn resistance +2, undead traits

Feats Cleave, Power Attack, Toughness

Skills Concentration +2, Handle Animal +4, Heal +4, Knowledge (religion) -2, Ride +3,

Possessions dagger, longsword, masterwork full plate, masterwork heavy steel shield, short sword

Huecuva Blight (Su) Victims hit by a huecuva's slam attack must succeed on a Fortitude save (DC 14) or fall prey to the disease called huecuva blight. The incubation period is 1 day; at the end of that time the disease deals 1d2 points of Strength and Constitution damage. An infected victim must make a saving throw each day thereafter or take another 1d2 points of Strength and Constitution damage. The effects of huecuva blight are cumulative each day until the victim reaches 0 Constitution (and dies), makes two consecutive successful saves, or receives magical treatment (such as a remove disease spell).

Smite Good (Su) Once a day, the huecuva may attempt to smite good with one normal melee attack. It adds its Charisma modifier to its attack

roll and deals 1 extra point of damage per Hit Dice. If a huecuva accidentally smites a creature that is not good, the smite has no effect but is still used up for that day.

Turn Resistance (Ex) A huecuva is treated as an undead with 2 more Hit Dice than it actually has for the purposes of turn, rebuke, command, or bolster attempts.

Undead Traits A huecuva is immune to mind-affecting effects, poison, sleep, paralysis, stunning, disease, death effects, necromantic effects (unless they specifically affect undead), and any effect that requires a Fortitude save unless it also works on objects. It is not subject to critical hits, subdual damage, ability damage, ability drain, or death from massive damage. A huecuva cannot be raised, and resurrection works only if it is willing. A huecuva has darkvision (60-foot range).

13: THE OLD TEMPLE OF BOCCOB

BESTOW CURSE TRAP CR 4

Description see text.

Search DC 28; **Type** magic

Trigger detection; **Init** +0

Effect spell effect (*bestow curse*, 5th-level cleric, DC 14 Will save negates). This curse inflicts a -6 decrease to Con (minimum 1).

Duration Permanent

Disarm Disable Device DC 28

15: MR. HERUGIN, I PRESUME

TADOLF HERUGIN CR 6

Male Human Clr6

LE Medium Humanoid (Human)

Init +1; **Senses** Listen +0, Spot +0

Aura Strong evil

Languages Common

AC 18, touch 11, flat-footed 17

(+1 Dex, +4 armor, +2 shield)

hp 45 (6 HD)

Fort +7, **Ref** +5, **Will** +9

Speed 30 ft. in chain shirt (6 squares), base movement 30 ft.;

Melee Heavy Mace +6 (1d8+1) or

Sickle +5 (1d6+1)

Ranged Light Crossbow +5 (1d8/19-20)

Space 5 ft.; **Reach** 5 ft.

Base Atk +4; **Grp** +5

Special Actions Spontaneous Casting

Combat Gear *brooch of shielding*

Cleric Spells Prepared (CL 6th):

3rd—*dispel magic*, *magic circle against good*^P

2nd—*bear's endurance*, *bull's strength*, *cure moderate wounds*, *death knell*^P

1st—*bless*, *doom*, *entropic shield*, *protection from good*^P

0—*detect magic*, *cure minor wounds* (x3), *detect poison*

D: Domain spell. Deity: Incubulos. Domains: Death, Evil

Abilities Str 13, Dex 12), Con 14, Int 10, Wis 18, Cha 8;

SQ Restricted Spells, Rebuke Undead(Su),;

Feats Lightning Reflexes, Power Attack, Skill Focus (Knowledge (religion)), Craft Wondrous Item

Skills Concentration +11, Knowledge (arcana) +4, Knowledge (religion) +11, Spellcraft +6

Possessions combat gear plus *Periapt of Wisdom* +2, masterwork chain shirt, masterwork heavy mace, masterwork heavy shield, masterwork sickle, 2 rations, light crossbow, 20 bolts, several books.

HUECUVA PALADIN

CR 4

NE Medium Undead

Init +0; **Senses** Listen +2, Spot +2, Darkvision (60 ft.)

Languages Common

AC 24, touch 10, flat-footed 24

(+8 armor, +2 shield, +4 natural)

hp 21 (2 HD); **DR** 10/silver

Immune undead immunities

Fort +3, **Ref** +0, **Will** +2

Speed 20 ft. in full plate (4 squares), base movement 30 ft.;

Melee longsword +5 (1d8+3/19-20) or

short sword +5 (1d6+3/19-20) or

dagger +5 (1d4+3/19-20) or

slam +5 (1d6+3)

Space 5 ft.; **Reach** 5 ft.

Base Atk +2; **Grp** +5

Atk Options Cleave, Power Attack

Special Actions Huecuva blight, *smite good* 1/day

Abilities Str 17, Dex 10, Con —, Int 2, Wis 15, Cha 16

SQ turn resistance +2, undead traits

Feats Cleave, Power Attack, Toughness

Skills Concentration +2, Handle Animal +4, Heal +4, Knowledge (religion) -2, Ride +3,

Possessions dagger, longsword, masterwork full plate, masterwork heavy steel shield, short sword

Huecuva Blight (Su) Victims hit by a huecuva's slam attack must succeed on a Fortitude save (DC 14) or fall prey to the disease called huecuva blight. The incubation period is 1 day; at the end of that time the disease deals 1d2 points of Strength and Constitution damage. An infected victim must make a saving throw each day thereafter or take another 1d2 points of Strength and Constitution damage. The effects of huecuva blight are cumulative each day until the victim reaches 0 Constitution (and dies), makes two consecutive successful saves, or receives magical treatment (such as a remove disease spell).

Smite Good (Su) Once a day, the huecuva may attempt to smite good with one normal melee attack. It adds its Charisma modifier to its attack roll and deals 1 extra point of damage per Hit Dice. If a huecuva accidentally smites a creature that is not good, the smite has no effect but is still used up for that day.

Turn Resistance (Ex) A huecuva is treated as an undead with 2 more Hit Dice than it actually has for

the purposes of turn, rebuke, command, or bolster attempts.

Undead Traits A huecuva is immune to mind-affecting effects, poison, sleep, paralysis, stunning, disease, death effects, necromantic effects (unless they specifically affect undead), and any effect that requires a Fortitude save unless it also works on objects. It is not subject to critical hits, subdual damage, ability damage, ability drain, or death from massive damage. A huecuva cannot be raised, and resurrection works only if it is willing. A huecuva has darkvision (60-foot range).

APL 6

3: OPTION THREE

QODIM

CR 5

Male tiefling rogue 5

LE Medium Outsider (Native)

Init +4; **Senses** Listen +1, Spot +4, Darkvision (60 ft.)

Aura minor evil

Languages Common, Infernal

AC 19, touch 14, flat-footed 15

(+4 Dex, +5 armor)

hp 23 (5 HD)

Resist cold 5, electricity 5, and fire 5

Fort +2, **Ref** +7, **Will** +1

Speed 30 ft. in chain shirt (6 squares), base movement 30 ft.;

Melee rapier +6 (1d6+2/18-20) or

dagger +5 (1d4+2/19-20)

Ranged shortbow +6 (1d6/x3)

Space 5 ft.; **Reach** 5 ft.

Base Atk +3; **Grp** +4

Atk Options Darkness

Special Actions Evasion, Sneak attack +3d6, trapfinding, trap sense +1;

Abilities Str 14, Dex 18, Con 13, Int 12, Wis 10, Cha 8

SA Darkness

SQ Darkvision 60 ft., resistance to cold 5, electricity 5, and fire 5

Feats Weapon Focus (rapier), combat reflexes

Skills Bluff +11, Balance +9, Hide +10, Jump +8, Listen +1, Move Silent +10, Sense Motive +8, Spot +5, Tumble +14;

Possessions masterwork rapier, +1 chain shirt, dagger, backpack, rations, wine skin, shortbow, arrows, quiver, sack, iron spikes

XALIS

CR 3

Female tiefling sorcerer 3

LE Medium Outsider (Native)

Init +3; **Senses** Listen +0, Spot +0, Darkvision (60 ft.)

Aura minor evil

Languages Common, Infernal

AC 17, touch 14, flat-footed 10

(+3 Dex, +4 *shield*)

hp 11 (3 HD)

Resist cold 5, electricity 5, and fire 5

Fort +2, **Ref** +4, **Will** +3

Speed 30 ft. (6 squares), base movement 30 ft.;

Melee quarterstaff +0 (1d6-1) or

dagger +0 (1d4-1/19-20)

Ranged light crossbow +2 (1d6/x3)

Space 5 ft.; **Reach** 5 ft.

Base Atk +1; **Grp** +0

Atk Options darkness

Special Actions Evasion, Sneak attack +1d6, trapfinding, trap sense +1;

Sorcerer Spells Known (CL 3rd):

1st (5/day)—*chill touch* (DC 13), *ray of enfeeblement* (DC 13), *shield*[†]

0 (6/day)—*acid splash*, *detect magic*, *ray of frost*, *touch of fatigue* (DC 12)

† Already cast

Abilities Str 8, Dex 16, Con 13, Int 12, Wis 10, Cha 15

SA Darkness

SQ Darkvision 60 ft., resistance to cold 5, electricity 5, and fire 5

Feats Point Blank Shot, Precise Shot

Skills Bluff +8, Hide +3, Knowledge (arcana) +7, Spellcraft +7;

Possessions *cloak of charisma* +2, backpack, rations, wine skin, light crossbow, bolts, quiver, sack, iron spikes, quarterstaff

6: SKELETONS

SPELLSTITCHED OWLBEAR SKELETON CR 3

NE Large Undead

Init +6; **Senses** Listen +0, Spot +0, Darkvision (60 ft.)

Aura Evil

Languages Common

AC 13, touch 11, flat-footed 11

(-1 size, +2 Dex, +2 natural)

Miss Chance 0

hp 32 (5 HD); DR 5/magic or silver, bludgeoning;

Immune cold

SR 5

Fort +3, **Ref** +5, **Will** +6

Speed 30 ft. (6 squares), base movement 30 ft.

Melee 2 claws +6 melee (1d6+5) and bite +1 melee (1d8+2)

Ranged none

Space 10 ft.; **Reach** 5 ft.

Base Atk +2; **Grp** +11

Atk Options

Special Actions Improved grab, paralyzing touch, create spawn, spell-like abilities

Combat Gear none

Spell-Like Abilities (CL 5th):

1st—*burning hands* (2/day), *mage armor* (2/day)

Abilities Str 21, Dex 19, Con -, Int 11, Wis 10, Cha 10

SQ Darkvision 60 ft., undead traits, immunity to cold, damage resistance 5/bludgeoning, silver or magic, spell resistance SR 5, turn resistance +2.

Feats Improved Initiative

Skills None

Possessions None

8: REV. HERUGIN'S HOUSE

JUNK GOLEM

CR 5

N Medium Construct

Init -1; **Senses** Listen +0, Spot +0, Low-light vision

Languages Common

AC 17, touch 9, flat-footed 17

(+0 size, -1 Dex, +8 natural)

hp 64 (8d10+20 HD); DR 5/bludgeoning

Immune magic immunity

Fort +2, Ref +1, Will +2

Speed 20 ft. in armor (4 squares), base movement 20 ft.;

Melee Slam +10 (2d6+4)

Ranged

Space 5 ft.; **Reach** 5 ft.

Base Atk +6; **Grp** +10

Atk Options Metal Rot

Special Actions

Combat Gear None

Abilities Str 18, Dex 8, Con -, Int -, Wis 11, Cha 1

SQ Construct traits, DR 5/bludgeoning, low-light vision, magic immunity, salvage, self-repair

Possessions salvage

Metal Rot (Su): Once every 1d4+1 rounds, as a free action, the junk golem can draw upon the corrosion, decay, and rust within its body to expel a cloud of metal-rotting orange gas into the air. This gas affects any metallic object within 5 feet of the creature and deals 1d6 points of damage to all such items (ignoring hardness). Metal magic items do not receive saving throws, but any creature within this area may make a DC 14 Reflex save to avoid the gas completely. This save DC is Constitution based.

Magic Immunity (Ex): A junk golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature as noted below.

Mending repairs 1 hit point of damage to the golem, while **make whole** repairs 3d6 hit points of damage. Junk golems are treated as a crystalline creature for the purposes of the shatter spell, which affects them normally.

Salvage (Ex): Although most of the individual item that make up a junk golem are worthless, a DC 15 Search of the creature's remains reveals 1d6 mundane items that are still functional (roll on Table 3-8 on page 56 of the DMG).

Self Repair (Ex): Junk golems are able to retrieve discarded items and add them to their own forms, replacing damaged components and reinforcing their bodies with new pieces of metal or wood. Generally, a wandering junk golem can use this ability to repair 1d6 hit points per hour, but in areas with large amounts of items (battle sites, scap heaps, and so on) this ability may be used to repair 3d6 hit points per hour.

12: THE GRAVEYARD

HUECUVA CLERIC

CR 6

NE Medium Undead

Init +0; **Senses** Listen +4, Spot +4, Darkvision (60 ft.)

Languages Common

AC 23, touch 9, flat-footed 23

(-1 Dex, +8 armor, +2 shield, +4 natural)

hp 39 (4 HD); **DR** 10/silver

Immune undead immunities

SR 12

Fort +6, **Ref** +2, **Will** +10

Speed 20 ft. in full plate (4 squares), base movement 30 ft.;

Melee morningstar +5 (1d8+2) or

dagger +5 (1d4+2/19-20) or

slam +5 (1d6+2)

Ranged light crossbow +2 (1d8/19-20)

Space 5 ft.; **Reach** 5 ft.

Base Atk +3; **Grp** +5

Atk Options

Special Actions Huecuva blight, rebuke undead 5/day

Combat Gear

Cleric Spells Prepared (CL 5th):

2nd—*bull's strength*, *desecrate*^D, *hold person* (DC 16), *silence*

1st—*bane* (DC 15), *bleed*, *cause fear*^D (DC 15), *doom* (DC 15), *protection from good*

0—*detect magic*, *guidance* (2), *resistance*, *virtue*

D: Domain spell. Deity: Incubulos. Domains: Death (*death touch* 1/day), Evil (cast evil spells at +1 caster level)

Abilities Str 15, Dex 9, Con -, Int 4, Wis 19, Cha 14

SQ turn resistance +4, undead traits

Feats Brew Potion, Empower Spell, Scribe Scroll, Toughness

Skills Concentration +7, Heal +6, Knowledge (arcana) -1, Knowledge (religion) +4, Spellcraft +0,

Possessions dagger, masterwork full plate, masterwork heavy steel shield, morningstar

Huecuva Blight (Su) Victims hit by a huecuva's slam attack must succeed on a Fortitude save (DC 14) or fall prey to the disease called huecuva blight. The incubation period is 1 day; at the end of that time the disease deals 1d2 points of Strength and Constitution damage. An infected victim must make a saving throw each day thereafter or take another 1d2 points of Strength and Constitution damage. The effects of huecuva blight are cumulative each day until the victim reaches 0 Constitution (and dies), makes two consecutive successful saves, or receives magical treatment (such as a remove disease spell).

Turn Resistance (Ex) A huecuva is treated as an undead with 2 more Hit Dice than it actually has for the purposes of turn, rebuke, command, or bolster attempts.

Undead Traits A huecuva is immune to mind-affecting effects, poison, sleep, paralysis, stunning, disease, death effects, necromantic effects (unless they specifically affect undead), and any effect that requires a Fortitude save unless it also works on objects. It is not subject to critical hits, subdual damage, ability damage, ability drain, or death from massive damage. A huecuva cannot be raised, and resurrection works only if it is willing. A huecuva has darkvision (60-foot range).

HUECUVA PALADIN

CR 6

NE Medium Undead

Init +0; **Senses** Listen +2, Spot +2, Darkvision (60 ft.)

Languages Common

AC 24, touch 10, flat-footed 24
(+8 armor, +2 shield, +4 natural)

hp 39 (4 HD); DR 10/silver

Immune undead immunities

Fort +4, **Ref** +1, **Will** +3

Speed 20 ft. in full plate (4 squares), base movement 30 ft.;

Melee longsword +7 (1d8+3/19-20) or
short sword +7 (1d6+3/19-20) or
dagger +7 (1d4+3/19-20) or
slam +7 (1d6+3)

Space 5 ft.; **Reach** 5 ft.

Base Atk +4; **Grp** +7

Atk Options Cleave, Power Attack

Special Actions Huecuva blight, *smite good* 1/day

Abilities Str 17, Dex 10, Con —, Int 2, Wis 15, Cha 17

SQ turn resistance +2, undead traits

Feats Cleave, Great Cleave, Power Attack,
Toughness

Skills Concentration +4, Handle Animal +4, Heal +4,
Knowledge (religion) -2, Ride +5,

Possessions combat gear plus dagger, longsword,
masterwork full plate, masterwork heavy steel
shield, short sword

Lay On Hands (Su) Once per day, the huecuva can
use this supernatural ability to cure itself of damage
equal to its Charisma bonus x its Hit Dice.

Huecuva Blight (Su) Victims hit by a huecuva's slam
attack must succeed on a Fortitude save (DC 14)
or fall prey to the disease called huecuva blight.
The incubation period is 1 day; at the end of that
time the disease deals 1d2 points of Strength and
Constitution damage. An infected victim must make
a saving throw each day thereafter or take another
1d2 points of Strength and Constitution damage.
The effects of huecuva blight are cumulative each
day until the victim reaches 0 Constitution (and
dies), makes two consecutive successful saves, or
receives magical treatment (such as a remove
disease spell).

Smite Good (Su) Once a day, the huecuva may
attempt to smite good with one normal melee
attack. It adds its Charisma modifier to its attack
roll and deals 1 extra point of damage per Hit Dice.
If a huecuva accidentally smites a creature that is
not good, the smite has no effect but is still used up
for that day.

Turn Resistance (Ex) A huecuva is treated as an
undead with 2 more Hit Dice than it actually has for
the purposes of turn, rebuke, command, or bolster
attempts.

Undead Traits A huecuva is immune to mind-
affecting effects, poison, sleep, paralysis, stunning,
disease, death effects, necromantic effects (unless
they specifically affect undead), and any effect that
requires a Fortitude save unless it also works on
objects. It is not subject to critical hits, subdual
damage, ability damage, ability drain, or death from
massive damage. A huecuva cannot be raised, and

resurrection works only if it is willing. A huecuva
has darkvision (60-foot range).

13: THE OLD TEMPLE OF BOCCOB

FIREBALL TRAP

CR 5

Description see text.

Search DC 29; **Type** magic

Trigger detection; **Init** +0

Effect spell effect (*fireball*, 8th-level wizard, 8d6 fire,
DC 14 Reflex save half damage).

Duration —

Disarm Disable Device DC 29

15: MR. HERUGIN I PRESUME

TADOLF HERUGIN

CR 8

Male Human Clr8

LE Medium Humanoid (Human)

Init +1; **Senses** Listen +4, Spot +4

Aura Strong evil

Languages Common

AC 23, touch 11, flat-footed 22
(+1 Dex, +10 armor, +2 shield)

hp 59 (8 HD)

Fort +8, **Ref** +5, **Will** +10

Speed 20 ft. in full plate (4 squares), base movement
30 ft.;

Melee Heavy Mace +8/+3 (1d8+1) or
Sickle +7/+2 (1d6+1)

Ranged Light Crossbow +7 (1d8/19-20)

Space 5 ft.; **Reach** 5 ft.

Base Atk +6/+1; **Grp** +7

Atk Options

Special Actions Spontaneous casting, rebuke
undead(Su);

Combat Gear *brooch of shielding*

Cleric Spells Prepared (CL 8th):

4th—*death ward*, *cure critical wounds*, *unholy
blight*^P

3rd—*cure serious wounds*, *protection from energy*,
dispel magic, *magic circle against good*^P

2nd—*bear's endurance*, *bull's strength*, *cure
moderate wounds*, *death knell*^P (DC 16)

1st—*bleed*, *cure light wounds*, *doom* (DC 15),
entropic shield, *protection from good*^P

0—*detect magic* (x2), *cure minor wounds* (x3),
detect poison

D: Domain spell. Deity: Incabulos. Domains: Death,
Evil

Abilities Str 13, Dex 12, Con 14, Int 10, Wis 19, Cha
8;

SQ Restricted Spells, Rebuke Undead(Su);

Feats Lightning Reflexes, Power Attack, Skill Focus
(Knowledge (religion)), Craft Wondrous Item

Skills Concentration¹ +13, Knowledge (arcana) +5,
Knowledge (religion) +14, Spellcraft +8

Possessions combat gear plus *periapt of wisdom* +2,
+2 *full plate*, masterwork heavy mace, masterwork
heavy shield, masterwork sickle, 2 rations, light
crossbow, 20 bolts, several books

HUECUVA PALADIN**CR 6**

NE Medium Undead

Init +0; **Senses** Listen +2, Spot +2, Darkvision (60 ft.)**Languages** Common**AC** 24, touch 10, flat-footed 24

(+8 armor, +2 shield, +4 natural)

hp 39 (4 HD); DR 10/silver**Immune** undead immunities**Fort** +4, **Ref** +1, **Will** +3**Speed** 20 ft. in full plate (4 squares), base movement 30 ft.;**Melee** longsword +7 (1d8+3/19-20) or

short sword +7 (1d6+3/19-20) or

dagger +7 (1d4+3/19-20) or

slam +7 (1d6+3)

Space 5 ft.; **Reach** 5 ft.**Base Atk** +4; **Grp** +7**Atk Options** Cleave, Power Attack**Special Actions** Huecuva blight, *smite good* 1/day**Abilities** Str 17, Dex 10, Con –, Int 2, Wis 15, Cha 17**SQ** turn resistance +2, undead traits**Feats** Cleave, Great Cleave, Power Attack, Toughness**Skills** Concentration +4, Handle Animal +4, Heal +4, Knowledge (religion) –2, Ride +5,**Possessions** dagger, longsword, masterwork full plate, masterwork heavy steel shield, short sword**Lay On Hands (Su)** Once per day, the huecuva can use this supernatural ability to cure itself of damage equal to its Charisma bonus x its Hit Dice.**Huecuva Blight (Su)** Victims hit by a huecuva's slam attack must succeed on a Fortitude save (DC 14) or fall prey to the disease called huecuva blight. The incubation period is 1 day; at the end of that time the disease deals 1d2 points of Strength and Constitution damage. An infected victim must make a saving throw each day thereafter or take another 1d2 points of Strength and Constitution damage. The effects of huecuva blight are cumulative each day until the victim reaches 0 Constitution (and dies), makes two consecutive successful saves, or receives magical treatment (such as a remove disease spell).**Smite Good (Su)** Once a day, the huecuva may attempt to smite good with one normal melee attack. It adds its Charisma modifier to its attack roll and deals 1 extra point of damage per Hit Dice. If a huecuva accidentally smites a creature that is not good, the smite has no effect but is still used up for that day.**Turn Resistance (Ex)** A huecuva is treated as an undead with 2 more Hit Dice than it actually has for the purposes of turn, rebuke, command, or bolster attempts.**Undead Traits** A huecuva is immune to mind-affecting effects, poison, sleep, paralysis, stunning, disease, death effects, necromantic effects (unless they specifically affect undead), and any effect that requires a Fortitude save unless it also works on objects. It is not subject to critical hits, subdual damage, ability damage, ability drain, or death from

massive damage. A huecuva cannot be raised, and resurrection works only if it is willing. A huecuva has darkvision (60-foot range).

APL 8

3: OPTION THREE

QODIM

CR 5

Male tiefling rogue 5

LE Medium Outsider (Native)

Init +4; **Senses** Listen +1, Spot +4, Darkvision (60 ft.)

Aura minor evil

Languages Common, Infernal

AC 19, touch 14, flat-footed 15

(+4 Dex, +5 armor)

hp 23 (5 HD)

Resist cold 5, electricity 5, and fire 5

Fort +2, **Ref** +7, **Will** +1

Speed 30 ft. in chain shirt (6 squares), base movement 30 ft.;

Melee rapier +6 (1d6+2/18-20) or dagger +5 (1d4+2/19-20)

Ranged shortbow +6 (1d6/x3)

Space 5 ft.; **Reach** 5 ft.

Base Atk +3; **Grp** +4

Atk Options Darkness

Special Actions Evasion, sneak attack +3d6, trapfinding, trap sense +1;

Abilities Str 14, Dex 18, Con 13, Int 12, Wis 10, Cha 8

SA Darkness

SQ Darkvision 60 ft., resistance to cold 5, electricity 5, and fire 5

Feats Weapon Focus (rapier), Combat Reflexes

Skills Bluff +11, Balance +9, Hide +10, Jump +8, Listen +1, Move Silent +10, Sense Motive +8, Spot +5, Tumble +14;

Possessions masterwork rapier, +1 chain shirt, backpack, rations, wine skin, shortbow, arrows, quiver, sack, iron spikes

12: THE GRAVEYARD

HUECUVA CLERIC

CR 6

NE Medium Undead

Init +0; **Senses** Listen +4, Spot +4, Darkvision (60 ft.)

Languages Common

AC 23, touch 9, flat-footed 23

(-1 Dex, +8 armor, +2 shield, +4 natural)

hp 39 (4 HD); DR 10/silver

Immune undead immunities

SR 12

Fort +6, **Ref** +2, **Will** +10

Speed 20 ft. in full plate (4 squares), base movement 30 ft.;

Melee morningstar +5 (1d8+2) or dagger +5 (1d4+2/19-20) or slam +5 (1d6+2)

Ranged light crossbow +2 (1d8/19-20)

Space 5 ft.; **Reach** 5 ft.

Base Atk +3; **Grp** +5

Atk Options

Special Actions Huecuva blight, rebuke undead 5/day

Cleric Spells Prepared (CL 5th):

2nd—*bull's strength*, *desecrate*^D, *hold person* (DC 16), *silence*

1st—*bane* (DC 15), *bless*, *cause fear*^D (DC 15), *doom* (DC 15), *protection from good*

0—*detect magic*, *guidance* (2), *resistance*, *virtue*

D: Domain spell. Deity: Incubulos. Domains: Death (*death touch* 1/day), Evil (cast evil spells at +1 caster level)

Abilities Str 15, Dex 9, Con —, Int 4, Wis 19, Cha 14

SQ turn resistance +4, undead traits

Feats Brew Potion, Empower Spell, Scribe Scroll, Toughness

Skills Concentration +7, Heal +6, Knowledge (arcana) -1, Knowledge (religion) +4, Spellcraft +0,

Possessions dagger, masterwork full plate, masterwork heavy steel shield, morningstar

Huecuva Blight (Su) Victims hit by a huecuva's slam attack must succeed on a Fortitude save (DC 14) or fall prey to the disease called huecuva blight. The incubation period is 1 day; at the end of that time the disease deals 1d2 points of Strength and Constitution damage. An infected victim must make a saving throw each day thereafter or take another 1d2 points of Strength and Constitution damage. The effects of huecuva blight are cumulative each day until the victim reaches 0 Constitution (and dies), makes two consecutive successful saves, or receives magical treatment (such as a remove disease spell).

Turn Resistance (Ex) A huecuva is treated as an undead with 2 more Hit Dice than it actually has for the purposes of turn, rebuke, command, or bolster attempts.

Undead Traits A huecuva is immune to mind-affecting effects, poison, sleep, paralysis, stunning, disease, death effects, necromantic effects (unless they specifically affect undead), and any effect that requires a Fortitude save unless it also works on objects. It is not subject to critical hits, subdual damage, ability damage, ability drain, or death from massive damage. A huecuva cannot be raised, and resurrection works only if it is willing. A huecuva has darkvision (60-foot range).

HUECUVA PALADIN

CR 6

NE Medium Undead

Init +0; **Senses** Listen +2, Spot +2, Darkvision (60 ft.)

Languages Common

AC 24, touch 10, flat-footed 24

(+8 armor, +2 shield, +4 natural)

hp 39 (4 HD); DR 10/silver

Immune undead immunities

Fort +4, **Ref** +1, **Will** +3

Speed 20 ft. in full plate (4 squares), base movement 30 ft.;

Melee longsword +7 (1d8+3/19-20) or
short sword +7 (1d6+3/19-20) or
dagger +7 (1d4+3/19-20) or
slam +7 (1d6+3)

Space 5 ft.; **Reach** 5 ft.

Base Atk +4; **Grp** +7

Atk Options Cleave, Power Attack

Special Actions Huecuva blight, *smite good* 1/day

Abilities Str 17, Dex 10, Con —, Int 2, Wis 15, Cha 17
SQ turn resistance +2, undead traits

Feats Cleave, Great Cleave, Power Attack,
Toughness

Skills Concentration +4, Handle Animal +4, Heal +4,
Knowledge (religion) -2, Ride +5,

Possessions dagger, longsword, masterwork full
plate, masterwork heavy steel shield, short sword

Lay On Hands (Su) Once per day, the huecuva can
use this supernatural ability to cure itself of damage
equal to its Charisma bonus x its Hit Dice.

Huecuva Blight (Su) Victims hit by a huecuva's slam
attack must succeed on a Fortitude save (DC 14)
or fall prey to the disease called huecuva blight.
The incubation period is 1 day; at the end of that
time the disease deals 1d2 points of Strength and
Constitution damage. An infected victim must make
a saving throw each day thereafter or take another
1d2 points of Strength and Constitution damage.
The effects of huecuva blight are cumulative each
day until the victim reaches 0 Constitution (and
dies), makes two consecutive successful saves, or
receives magical treatment (such as a remove
disease spell).

Smite Good (Su) Once a day, the huecuva may
attempt to smite good with one normal melee
attack. It adds its Charisma modifier to its attack
roll and deals 1 extra point of damage per Hit Dice.
If a huecuva accidentally smites a creature that is
not good, the smite has no effect but is still used up
for that day.

Turn Resistance (Ex) A huecuva is treated as an
undead with 2 more Hit Dice than it actually has for
the purposes of turn, rebuke, command, or bolster
attempts.

Undead Traits A huecuva is immune to mind-
affecting effects, poison, sleep, paralysis, stunning,
disease, death effects, necromantic effects (unless
they specifically affect undead), and any effect that
requires a Fortitude save unless it also works on
objects. It is not subject to critical hits, subdual
damage, ability damage, ability drain, or death from
massive damage. A huecuva cannot be raised, and
resurrection works only if it is willing. A huecuva
has darkvision (60-foot range).

13: THE OLD TEMPLE OF BOCCOB

CHAIN LIGHTNING TRAP

CR 7

Description see text.

Search DC 31; **Type** magic

Trigger proximity; **Init** +0

Effect spell effect (*chain lightning*, 11th-level wizard,
11d6 electricity to target nearest center of trigger
area plus 5d6 electricity to each of up to eleven
secondary targets, DC 19 Reflex save half
damage)

Duration —

Disarm Disable Device DC 31

15: MR. HERUGIN I PRESUME

TADOLF HERUGIN

CR 10

Male Human Clr10

LE Medium Humanoid (Human)

Init +1; **Senses** Listen +0, Spot +0

Aura Strong evil

Languages Common

AC 23, touch 11, flat-footed 22

(+1 Dex, +10 armor, +2 shield)

hp 73 (8 HD)

Fort +9, **Ref** +6, **Will** +11

Speed 20 ft. in full plate (4 squares), base movement
30 ft.;

Melee Heavy Mace +9/+4 (1d8+12) or
Sickle +8/+3 (1d6+1)

Ranged Light Crossbow +8 (1d8/19-20)

Space 5 ft.; **Reach** 5 ft.

Base Atk +7/+2; **Grp** +8

Atk Options

Special Actions Spontaneous casting, rebuke
undead(Su);

Combat Gear *brooch of shielding*

Cleric Spells Prepared (CL 10th):

5th—*flame strike* (DC 19), *righteous might*, *slay
living*^P (DC 19)

4th—*death ward*, *cure critical wounds*, *freedom of
movement*, *unholy blight*^P (DC 18)

3rd—*cure serious wounds*, *dispel magic*, *magic
circle against good*^P, *protection from energy*

2nd—*bear's endurance*, *bull's strength*, *cure
moderate wounds*, *death knell*^P (DC 15), *spiritual
weapon*

1st—*bless*, *doom* (DC 15), *entropic shield*,
protection from good^P

0—*detect magic*, *cure minor wounds* (x3), *detect
poison*

D: Domain spell. Deity: Incubulos. Domains: Death,
Evil

Abilities Str 13, Dex 12, Con 14, Int 10, Wis 19, Cha
8;

SQ Restricted Spells, Rebuke Undead(Su);

Feats Lightning Reflexes, Power Attack, Skill Focus
(Knowledge (religion)), Craft Wondrous Item,
Empower Spell

Skills Concentration¹ +15, Knowledge (arcana) +5,
Knowledge (religion) +16, Spellcraft +10

Possessions combat gear plus *periapt of wisdom* +2,
+2 full plate, ring of counterspells (with *flame strike*
cast in it), masterwork heavy mace, masterwork
heavy shield, masterwork sickle, 2 rations, light
crossbow, 20 bolts, several books.

HUECUVA PALADIN**CR 8**

NE Medium Undead

Init +0; **Senses** Listen +2, Spot +2, Darkvision (60 ft.)**Languages** Common

AC 24, touch 10, flat-footed 24

(+8 armor, +2 shield, +4 natural)

hp 57 (6 HD); DR 10/silver**Immune** undead immunities**Fort** +5, **Ref** +2, **Will** +4

Speed 20 ft. in full plate (4 squares), base movement 30 ft.;**Melee** longsword +9/+4 (1d8+3/19-20) or

short sword +9/+4 (1d6+3/19-20) or

dagger +9/+4 (1d4+3/19-20) or

slam +9/+4 (1d6+3)

Space 5 ft.; **Reach** 5 ft.**Base Atk** +6; **Grp** +9**Atk Options** Cleave, Power Attack**Special Actions** Huecuva blight, lay on hands, *smite good* 2/day, Sneak Attack +1d6

Abilities Str 17, Dex 10, Con –, Int 2, Wis 15, Cha 17**SQ** turn resistance +2, undead traits**Feats** Cleave, Great Cleave, Mounted Combat, Power Attack, Toughness**Skills** Concentration +4, Handle Animal +4, Heal +6, Knowledge (religion) +0, Ride +5,**Possessions** dagger, longsword, masterwork full plate, masterwork heavy steel shield, short sword

Lay On Hands (Su) Once per day, the huecuva can use this supernatural ability to cure itself of damage equal to its Charisma bonus x its Hit Dice.**Huecuva Blight (Su)** Victims hit by a huecuva's slam attack must succeed on a Fortitude save (DC 14) or fall prey to the disease called huecuva blight. The incubation period is 1 day; at the end of that time the disease deals 1d2 points of Strength and Constitution damage. An infected victim must make a saving throw each day thereafter or take another 1d2 points of Strength and Constitution damage. The effects of huecuva blight are cumulative each day until the victim reaches 0 Constitution (and dies), makes two consecutive successful saves, or receives magical treatment (such as a remove disease spell).**Smite Good (Su)** Twice a day, the huecuva may attempt to smite good with one normal melee attack. It adds its Charisma modifier to its attack roll and deals 1 extra point of damage per Hit Dice. If a huecuva accidentally smites a creature that is not good, the smite has no effect but is still used up for that day.**Turn Resistance (Ex)** A huecuva is treated as an undead with 2 more Hit Dice than it actually has for the purposes of turn, rebuke, command, or bolster attempts.**Undead Traits** A huecuva is immune to mind-affecting effects, poison, sleep, paralysis, stunning, disease, death effects, necromantic effects (unless they specifically affect undead), and any effect that requires a Fortitude save unless it also works on

objects. It is not subject to critical hits, subdual damage, ability damage, ability drain, or death from massive damage. A huecuva cannot be raised, and resurrection works only if it is willing. A huecuva has darkvision (60-foot range).

12: THE GRAVEYARD

HUECUVA CLERIC

CR 7

NE Medium Undead

Init +0; **Senses** Listen +4, Spot +4, Darkvision (60 ft.)

Languages Common

AC 23, touch 9, flat-footed 23

(-1 Dex, +8 armor, +2 shield, +4 natural)

hp 48 (5 HD); DR 10/silver

Immune undead immunities

Fort +4, **Ref** +0, **Will** +8

Speed 20 ft. in full plate (4 squares), base movement 30 ft.;

Melee morningstar +7 (1d8+2) or
dagger +5 (1d4+2/19-20) or
slam +5 (1d6+2)

Ranged light crossbow +2 (1d8/19-20)

Space 5 ft.; **Reach** 5 ft.

Base Atk +3; **Grp** +5

Atk Options

Special Actions Huecuva blight, rebuke undead 5/day

Cleric Spells Prepared (CL 5th):

3rd—*animate dead*^D, *bestow curse* (2) (DC 17)

2nd—*bull's strength*, *desecrate*^D, *hold person* (DC 16), *silence*

1st—*bane* (DC 15), *bless*, *cause fear*^D (DC 15), *doom* (DC 15), *protection from good*

0—*detect magic*, *guidance*, *resistance* (2), *virtue*

D: Domain spell. Deity: Incubulos. Domains: Death (*death touch* 1/day), Evil (cast evil spells at +1 caster level)

Abilities Str 15, Dex 9, Con —, Int 4, Wis 19, Cha 14

SQ turn resistance +2, undead traits

Feats Brew Potion, Empower Spell, Scribe Scroll, Toughness

Skills Concentration +8, Heal +6, Knowledge (arcana) +0, Knowledge (religion) +5, Spellcraft +3,

Possessions dagger, masterwork full plate, masterwork heavy steel shield, morningstar

Huecuva Blight (Su) Victims hit by a huecuva's slam attack must succeed on a Fortitude save (DC 14) or fall prey to the disease called huecuva blight. The incubation period is 1 day; at the end of that time the disease deals 1d2 points of Strength and Constitution damage. An infected victim must make a saving throw each day thereafter or take another 1d2 points of Strength and Constitution damage. The effects of huecuva blight are cumulative each day until the victim reaches 0 Constitution (and dies), makes two consecutive successful saves, or receives magical treatment (such as a remove disease spell).

Turn Resistance (Ex) A huecuva is treated as an undead with 2 more Hit Dice than it actually has for the purposes of turn, rebuke, command, or bolster attempts.

Undead Traits A huecuva is immune to mind-affecting effects, poison, sleep, paralysis, stunning, disease, death effects, necromantic effects (unless they specifically affect undead), and any effect that requires a Fortitude save unless it also works on objects. It is not subject to critical hits, subdual damage, ability damage, ability drain, or death from massive damage. A huecuva cannot be raised, and resurrection works only if it is willing. A huecuva has darkvision (60-foot range).

SPELLSTITCHED HUECUVA PALADIN

CR 9

NE Medium Undead

Init +0; **Senses** Listen +2, Spot +2, Darkvision (60 ft.)

Languages Common

AC 24, touch 10, flat-footed 24

(+8 armor, +2 shield, +4 natural)

hp 57 (6 HD); DR 10/silver

Immune undead immunities

SR 13

Fort +7, **Ref** +4, **Will** +6

Speed 20 ft. in full plate (4 squares), base movement 30 ft.;

Melee longsword +9/+4 (1d8+3/19-20) or
short sword +9/+4 (1d6+3/19-20) or
dagger +9/+4 (1d4+3/19-20) or
slam +9/+4 (1d6+3)

Space 5 ft.; **Reach** 5 ft.

Base Atk +6; **Grp** +9

Atk Options Cleave, Power Attack

Special Actions Huecuva blight, lay on hands, *smite good* 2/day, sneak attack +1d6

Spell-Like Abilities (CL 6th):

4th—*fear* 1/day (DC 16), *shout* 1/day (DC 16)

3rd—*lightning bolt* 1/day, *ray of exhaustion* 1/day (DC 15)

2nd—*blindness/deafness* 2/day (DC 14), *ghoul touch* 2/day (DC 14)

1st—*chill touch* 2/day (DC 13), *ray of enfeeblement* 2/day

Abilities Str 17, Dex 10, Con —, Int 2, Wis 15, Cha 17

SQ turn resistance +4, undead traits

Feats Cleave, Great Cleave, Mounted Combat, Power Attack, Toughness

Skills Concentration +4, Handle Animal +4, Heal +6, Knowledge (religion) +0, Ride +5,

Possessions dagger, longsword, masterwork full plate, masterwork heavy steel shield, short sword

Lay On Hands (Su) Once per day, the huecuva can use this supernatural ability to cure itself of damage equal to its Charisma bonus x its Hit Dice.

Huecuva Blight (Su) Victims hit by a huecuva's slam attack must succeed on a Fortitude save (DC 14) or fall prey to the disease called huecuva blight. The incubation period is 1 day; at the end of that time the disease deals 1d2 points of Strength and Constitution damage. An infected victim must make a saving throw each day thereafter or take another

1d2 points of Strength and Constitution damage. The effects of huecuva blight are cumulative each day until the victim reaches 0 Constitution (and dies), makes two consecutive successful saves, or receives magical treatment (such as a remove disease spell).

Smite Good (Su) Twice a day, the huecuva may attempt to smite good with one normal melee attack. It adds its Charisma modifier to its attack roll and deals 1 extra point of damage per Hit Dice. If a huecuva accidentally smites a creature that is not good, the smite has no effect but is still used up for that day.

Turn Resistance (Ex) A spellstitched huecuva is treated as an undead with 4 more Hit Dice than it actually has for the purposes of turn, rebuke, command, or bolster attempts.

Undead Traits A huecuva is immune to mind-affecting effects, poison, sleep, paralysis, stunning, disease, death effects, necromantic effects (unless they specifically affect undead), and any effect that requires a Fortitude save unless it also works on objects. It is not subject to critical hits, subdual damage, ability damage, ability drain, or death from massive damage. A huecuva cannot be raised, and resurrection works only if it is willing. A huecuva has darkvision (60-foot range).

13: THE OLD TEMPLE OF BOCCOB

PRISMATIC SPRAY TRAP **CR 8**

Description see text.

Search DC 32; **Type** magic

Trigger proximity; **Init** +0

Effect spell effect (prismatic spray, 13th-level wizard, DC 20 Reflex, Fortitude, or Will save, depending on effect)

Duration –

Disarm Disable Device DC 32

15: MR. HERUGIN I PRESUME

TADOLF HERUGIN **CR 12**

Male Human Clr12

LE Medium Humanoid (Human)

Init +1; **Senses** Listen +0, Spot +0

Aura Strong evil

Languages Common

AC 23, touch 11, flat-footed 22
(+1 Dex, +10 armor, +2 shield)

hp 87 (12 HD)

Fort +10, **Ref** +7, **Will** +14

Speed 20 ft. in full plate (4 squares), base movement 30 ft.;

Melee Heavy Mace +11/+6 (1d8+1) or
Sickle +10/+5 (1d6+1)

Ranged Light Crossbow +10 (1d8)

Space 5 ft.; **Reach** 5 ft.

Base Atk +9/+4; **Grp** +10

Atk Options

Special Actions Spontaneous casting, rebuke undead(Su);

Combat Gear brooch of shielding

Cleric Spells Prepared (CL 12th):

6th—*blade barrier*, *harm* (DC 21), empowered *unholy blight*^P (DC 21)

5th—*flame strike* (x2) (DC 21), *righteous might*, *slay living*^P (DC 20)

4th—*death ward*, *cure critical wounds*, *freedom of movement*, *unholy blight*^P (DC 19)

3rd—*bestow curse* (DC 18), *cure serious wounds*, *protection from energy*, *dispel magic*, *magic circle against good*^P

2nd—*bear's endurance*, *bull's strength*, *cure moderate wounds*, *spiritual weapon*, *death knell*^P (DC 17)

1st—*deathwatch*, *bless*, *doom* (DC 16), *entropic shield*, *protection from good*^P

0—*detect magic*, *cure minor wounds* (x3), *detect poison*

D: Domain spell. Deity: Incabulos. Domains: Death, Evil

Abilities Str 13, Dex 12, Con 14, Int 10, Wis 20, Cha 8;

SQ Restricted spells, rebuke undead;

Feats Lightning Reflexes, Power Attack, Skill Focus (Knowledge (religion)), Craft Wondrous Item, Empower Spell, Domain Spontaneity (Evil)

Skills Concentration +17, Knowledge (arcana) +5, Knowledge (religion) +18, Spellcraft +12

Possessions combat gear plus *periapt of wisdom* +2, +2 *full plate*, *ring of counterspells* (with *flame strike* cast in it), 2 *pearls of power* (2nd), masterwork heavy mace, masterwork heavy shield, masterwork sickle, 2 rations, light crossbow, 20 bolts, several books

HUECUVA PALADIN **CR 10**

NE Medium Undead

Init +0; **Senses** Listen +2, Spot +2, Darkvision (60 ft.)

Languages Common

AC 24, touch 10, flat-footed 24
(+8 armor, +2 shield, +4 natural)

hp 75 (8 HD); **DR** 10/silver

Immune undead immunities

Fort +6, **Ref** +2, **Will** +4

Speed 20 ft. in full plate (4 squares), base movement 30 ft.;

Melee longsword +11/+6 (1d8+3/19-20) or
short sword +11/+6 (1d6+3/19-20) or
dagger +11/+6 (1d4+3/19-20) or
slam +11/+6 (1d6+3)

Space 5 ft.; **Reach** 5 ft.

Base Atk +8; **Grp** +11

Atk Options Cleave, Power Attack

Special Actions Fiendish summoning, huecuva blight, lay on hands, *smite good* 2/day, sneak attack +1d6

Abilities Str 17, Dex 10, Con –, Int 2, Wis 15, Cha 18

SQ turn resistance +2, undead traits

Feats Cleave, Great Cleave, Mounted Combat, Power Attack, Toughness

Skills Concentration +6, Handle Animal +5, Heal +6, Knowledge (religion) +0, Ride +7,

Possessions dagger, longsword, masterwork full plate, masterwork heavy steel shield, short sword

Fiendish Summoning (Sp) Once per day, the huecuva can use a summon monster I spell to call forth an evil creature. For this spell, the caster level is double the huecuva's Hit Dice.

Lay On Hands (Su) Once per day, the huecuva can use this supernatural ability to cure itself of damage equal to its Charisma bonus x its Hit Dice.

Huecuva Blight (Su) Victims hit by a huecuva's slam attack must succeed on a Fortitude save (DC 14) or fall prey to the disease called huecuva blight. The incubation period is 1 day; at the end of that time the disease deals 1d2 points of Strength and Constitution damage. An infected victim must make a saving throw each day thereafter or take another 1d2 points of Strength and Constitution damage. The effects of huecuva blight are cumulative each day until the victim reaches 0 Constitution (and dies), makes two consecutive successful saves, or receives magical treatment (such as a remove disease spell).

Smite Good (Su) Twice a day, the huecuva may attempt to smite good with one normal melee attack. It adds its Charisma modifier to its attack roll and deals 1 extra point of damage per Hit Dice. If a huecuva accidentally smites a creature that is not good, the smite has no effect but is still used up for that day.

Turn Resistance (Ex) A huecuva is treated as an undead with 2 more Hit Dice than it actually has for the purposes of turn, rebuke, command, or bolster attempts.

Undead Traits A huecuva is immune to mind-affecting effects, poison, sleep, paralysis, stunning, disease, death effects, necromantic effects (unless they specifically affect undead), and any effect that requires a Fortitude save unless it also works on objects. It is not subject to critical hits, subdual damage, ability damage, ability drain, or death from massive damage. A huecuva cannot be raised, and resurrection works only if it is willing. A huecuva has darkvision (60-foot range).

3: OPTION THREE

OGRE MAGE FIGHTER

CR 10

LE Large Giant (Humanoid)

Init +4; **Senses** Listen +10, Spot +10, Darkvision (90 ft.)

Aura Evil

Languages Common, Giant

AC 18, touch 9, flat-footed 18

(-1 size, +4 armor, +5 natural)

hp 57 (7 HD); regeneration 5

SR 19

Fort +10, **Ref** +1, **Will** +3

Speed 40 ft. (8 squares), fly 40 ft. (good), base movement 40 ft.

Melee Greatsword +10 melee (3d6+7/19-20)

Ranged longbow +4 ranged (2d6/x3)

Space 10 ft.; **Reach** 10 ft.

Base Atk +9; **Grp** +27

Atk Options Spell-like abilities or attack

Special Actions Spell-like abilities

Spell-Like Abilities (CL 9th):

At will—*darkness*, *invisibility*;

1/day—*charm person* (DC 15), *cone of cold* (DC 19), *gaseous form*, *sleep* (DC 15).

Abilities Str 21, Dex 10, Con 17, Int 14, Wis 14, Cha 17

SQ Change shape, darkvision 90 ft., low-light vision, regeneration 5, spell resistance 19

Feats Combat Expertise, Improved Initiative, Power Attack, Flyby Attack, Weapon Focus (Greatsword)

Skills Concentration +11, Listen +10, Spellcraft +10, Spot +10, Climb +13

Possessions *cloak of charisma* +2, +1 *human bane greatsword*, *periapt of wisdom* +2

Flight (Su) An ogre mage can cease or resume flight as a free action. While using gaseous form it can fly at its normal speed and has perfect maneuverability.

Change Shape (Su) An ogre mage can assume the form of any Small, Medium, or Large humanoid or giant.

Regeneration (Ex) Fire and acid deal normal damage to an ogre mage. An ogre mage that loses a limb or body part can reattach it by holding the severed member to the stump. Reattachment takes 1 minute. If the head or some other vital organ is severed, it must be reattached within 10 minutes or the creature dies. An ogre mage cannot regrow lost body parts.

6: SKELETONS NOT IN THE CLOSET

SPELLSTITCHED MOHRG

CR 9

CE Medium Undead

Init +9; **Senses** Listen +11, Spot +15

Aura Evil

Languages Common

AC 23, touch 14, flat-footed 19

(+4 Dex, +9 natural)

hp 91 (14 HD); DR 5/magic and silver

SR 10

Fort +2, **Ref** +12, **Will** +12

Speed 30 ft. (6 squares), base movement 30 ft.

Melee Slam +12 melee (1d6+7) or

tongue +12 melee touch (paralysis)

Space 5 ft.; **Reach** 5 ft.

Base Atk +7; **Grp** +12

Special Actions Improved grab, paralyzing touch, create spawn, spell-like abilities

Spell-Like Abilities (CL 14th):

1st—*magic missile* (2/day), *ray of enfeeblement* (2/day)

Abilities Str 21, Dex 19, Con -, Int 11, Wis 10, Cha 10

SQ Darkvision 60 ft., undead traits, damage resistance 5/silver and magic, spell resistance SR 10, turn resistance +2.

Feats Alertness, Dodge, Improved Initiative, Lightning Reflexes, Mobility

Skills Climb +13, Hide +21, Listen +11, Move Silently +21, Spot +15, Swim +9

Improved Grab (Ex) To use this ability, a mohrg must hit a creature of its size or smaller with its slam attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Paralyzing Touch (Su) A mohrg lashes out with its tongue in combat. An opponent the tongue touches must succeed on a DC 17 Fortitude save or become paralyzed for 1d4 minutes. The save DC is Charisma-based.

Create Spawn (Su) Creatures killed by a mohrg rise after 1d4 days as zombies under the mohrg's control. They do not possess any of the abilities they had in life.

12: THE GRAVEYARD

HUECUVA CLERIC

CR 9

NE Medium Undead

Init +0; **Senses** Listen +4, Spot +4, Darkvision (60 ft.)

Languages Common

AC 23, touch 9, flat-footed 23

(-1 Dex, +8 armor, +2 shield, +4 natural)

hp 66 (7 HD); DR 10/silver

Immune undead immunities

Fort +5, **Ref** +1, **Will** +9

Speed 20 ft. in full plate (4 squares), base movement 30 ft.;

Melee morningstar +7 (1d8+2) or

dagger +7 (1d4+2/19-20) or

slam +7 (1d6+2)

Ranged light crossbow +4 (1d8/19-20)

Space 5 ft.; **Reach** 5 ft.

Base Atk +5; **Grp** +7

Atk Options

Special Actions Huecuva blight, rebuke undead 5/day

Cleric Spells Prepared (CL 7th):

4th—*greater magic weapon*, *poison* (DC 18), *unholy blight*^D (DC 18)

3rd—*animate dead*^D, *bestow curse* (2) (DC 17), *dispel magic*

2nd—*bull's strength*, *desecrate*^D, *hold person* (2) (DC 16), *silence*

1st—*bane* (DC 15), *bless*, *cause fear*^D (DC 15), *doom* (2) (DC 15), *protection from good*

0—*detect magic*, *guidance* (2), *resistance* (2), *virtue*

D: Domain spell. Deity: Incubulos. Domains: Death (*death touch* 1/day), Evil (cast evil spells at +1 caster level)

Abilities Str 15, Dex 9, Con –, Int 4, Wis 19, Cha 14

SQ turn resistance +2, undead traits

Feats Brew Potion, Empower Spell, Maximize Spell, Scribe Scroll, Toughness

Skills Concentration +10, Heal +6, Knowledge (arcana) -1, Knowledge (religion) +7, Spellcraft +3,

Possessions dagger, masterwork full plate, masterwork heavy steel shield, morningstar

Huecuva Blight (Su) Victims hit by a huecuva's slam attack must succeed on a Fortitude save (DC 14) or fall prey to the disease called huecuva blight. The incubation period is 1 day; at the end of that time the disease deals 1d2 points of Strength and Constitution damage. An infected victim must make a saving throw each day thereafter or take another 1d2 points of Strength and Constitution damage. The effects of huecuva blight are cumulative each day until the victim reaches 0 Constitution (and dies), makes two consecutive successful saves, or receives magical treatment (such as a remove disease spell).

Turn Resistance (Ex) A huecuva is treated as an undead with 2 more Hit Dice than it actually has for the purposes of turn, rebuke, command, or bolster attempts.

Undead Traits A huecuva is immune to mind-affecting effects, poison, sleep, paralysis, stunning, disease, death effects, necromantic effects (unless they specifically affect undead), and any effect that requires a Fortitude save unless it also works on objects. It is not subject to critical hits, subdual damage, ability damage, ability drain, or death from massive damage. A huecuva cannot be raised, and resurrection works only if it is willing. A huecuva has darkvision (60-foot range).

SPELLSTITCHED HUECUVA PALADIN CR 9

NE Medium Undead

Init +0; **Senses** Listen +2, Spot +2, Darkvision (60 ft.)

Languages Common

AC 24, touch 10, flat-footed 24
(+8 armor, +2 shield, +4 natural)

hp 57 (6 HD); **DR** 10/silver

Immune undead immunities

SR 13

Fort +7, **Ref** +4, **Will** +6

Speed 20 ft. in full plate (4 squares), base movement 30 ft.;

Melee longsword +9/+4 (1d8+3/19-20) or short sword +9/+4 (1d6+3/19-20) or dagger +9/+4 (1d4+3/19-20) or slam +9/+4 (1d6+3)

Space 5 ft.; **Reach** 5 ft.

Base Atk +6; **Grp** +9

Atk Options Cleave, Power Attack

Special Actions Huecuva blight, lay on hands, *smite good* 2/day, sneak attack +1d6

Spell-Like Abilities (CL 6th):

4th—*fear* 1/day (DC 16), *shout* 1/day (DC 16)

3rd—*lightning bolt* 1/day, *ray of exhaustion* 1/day (DC 15)

2nd—*blindness/deafness* 2/day (DC 14), *ghoul touch* 2/day (DC 14)

1st—*chill touch* 2/day (DC 13), *ray of enfeeblement* 2/day

Abilities Str 17, Dex 10, Con –, Int 2, Wis 15, Cha 17

SQ turn resistance +4, undead traits

Feats Cleave, Great Cleave, Mounted Combat, Power Attack, Toughness

Skills Concentration +4, Handle Animal +4, Heal +6, Knowledge (religion) +0, Ride +5,

Possessions dagger, longsword, masterwork full plate, masterwork heavy steel shield, short sword

Lay On Hands (Su) Once per day, the huecuva can use this supernatural ability to cure itself of damage equal to its Charisma bonus x its Hit Dice.

Huecuva Blight (Su) Victims hit by a huecuva's slam attack must succeed on a Fortitude save (DC 14) or fall prey to the disease called huecuva blight. The incubation period is 1 day; at the end of that time the disease deals 1d2 points of Strength and Constitution damage. An infected victim must make a saving throw each day thereafter or take another 1d2 points of Strength and Constitution damage. The effects of huecuva blight are cumulative each day until the victim reaches 0 Constitution (and dies), makes two consecutive successful saves, or receives magical treatment (such as a remove disease spell).

Smite Good (Su) Twice a day, the huecuva may attempt to smite good with one normal melee attack. It adds its Charisma modifier to its attack roll and deals 1 extra point of damage per Hit Dice. If a huecuva accidentally smites a creature that is not good, the smite has no effect but is still used up for that day.

Turn Resistance (Ex) A spellstitched huecuva is treated as an undead with 4 more Hit Dice than it actually has for the purposes of turn, rebuke, command, or bolster attempts.

Undead Traits A huecuva is immune to mind-affecting effects, poison, sleep, paralysis, stunning, disease, death effects, necromantic effects (unless they specifically affect undead), and any effect that

requires a Fortitude save unless it also works on objects. It is not subject to critical hits, subdual damage, ability damage, ability drain, or death from massive damage. A huecuva cannot be raised, and resurrection works only if it is willing. A huecuva has darkvision (60-foot range).

13: THE OLD TEMPLE OF BOCCOB

ENERGY DRAIN TRAP CR 10

Description see text.

Search DC 34; **Type** magic

Trigger visual; **Init** +0

Effect Atk +8 ranged touch; spell effect (*energy drain*, 17th-level wizard, 2d4 negative levels for 24 hours, DC 23 Fortitude save negates)

Duration –

Disarm Disable Device DC 34

15: MR. HERUGIN I PRESUME

TADOLF HERUGIN CR 14

Male Human Clr14

LE Medium Humanoid (Human)

Init +1; **Senses** Listen +0, Spot +0

Aura Strong evil

Languages Common

AC 23, touch 11, flat-footed 22
(+1 Dex, +10 armor, +2 shield)

hp 101 (14 HD)

Fort +11, **Ref** +7, **Will** +15

Speed 20 ft. in full plate (4 squares), base movement 30 ft.;

Melee Heavy Mace +12/+7 (1d8+1) or
Sickle +11/+6 (1d6+1)

Ranged Light Crossbow +11 (1d8/19-20)

Space 5 ft.; **Reach** 5 ft.

Base Atk +10/+5; **Grp** +11

Atk Options

Special Actions Spontaneous Casting, Rebuke Undead;

Combat Gear Periapt of Wisdom +2, Brooch of Shielding, +2 Full Plate armor, Ring of Counterspells (with *flame strike* cast in it), 2 Pearls of Power (2nd), Potion, greater magic weapon +5, Potion, magic vestment +5, masterwork heavy mace, masterwork heavy shield, masterwork sickle, 2 rations, light crossbow, 20 bolts, several books.

Cleric Spells Prepared (CL 14th):

7th—*blasphemy* (DC 22), *destruction*^D (DC 22), *dictum* (DC 22)

6th—*blade barrier* (DC 21), *harm* (DC 21), *heal*, empowered *unholy blight*^P (DC 21)

5th—*flame strike* (x2) (DC 20), *righteous might*, *slay living*^D (DC 20), *spell resistance*

4th—*death ward*, *cure critical wounds* (x2), *freedom of movement*, *unholy blight*^P (DC 19)

3rd—*bestow curse* (DC 18), *cure serious wounds*, *protection from energy*, *dispel magic*, *magic circle against good*^D

2nd—*bear's endurance*, *bull's strength*, *cure moderate wounds*, *spiritual weapon*, *death knell* (x2)^D (DC 17)

1st—*deathwatch*, *bleed*, *doom* (DC 16), *entropic shield*, *protection from good*^P

0—*detect magic*, *cure minor wounds* (x3), *detect poison*

D: Domain spell. Deity: Incubulos. Domains: Death, Evil

Abilities Str 13, Dex 12, Con 14, Int 10, Wis 20, Cha 8;

SQ Restricted spells, rebuke undead(Su);

Feats Lightning Reflexes, Power Attack, Skill Focus (Knowledge (religion)), Craft Wondrous Item, Empower Spell, Domain Spontaneity (Evil)

Skills Concentration +19, Knowledge (arcana) +5, Knowledge (religion) +20, Spellcraft +14

Possessions combat gear plus *periapt of wisdom* +2, +2 *full plate*, *ring of counterspells* (with *flame strike* cast in it), 2 *pearls of power* (2nd), *potion of greater magic weapon* +5, *potion of magic vestment* +5, masterwork heavy mace, masterwork heavy shield, masterwork sickle, 2 rations, light crossbow, 20 bolts, several books

HUECUVA PALADIN CR 12

NE Medium Undead

Init +0; **Senses** Listen +2, Spot +2, Darkvision (60 ft.)

Languages Common

AC 24, touch 10, flat-footed 24
(+8 armor, +2 shield, +4 natural)

hp 93 (10 HD); DR 10/silver

Immune undead immunities

Fort +7, **Ref** +3, **Will** +5

Speed 20 ft. in full plate (4 squares), base movement 30 ft.;

Melee longsword +13/+8 (1d8+3/19-20) or
short sword +13/+8 (1d6+3/19-20) or
dagger +13/+8 (1d4+3/19-20) or
slam +13/+8 (1d6+3)

Space 5 ft.; **Reach** 5 ft.

Base Atk +10; **Grp** +13

Atk Options Cleave, Power Attack

Special Actions Fiendish summoning, huecuva blight, lay on hands, *smite good* 3/day, sneak attack +1d6

Abilities Str 17, Dex 10, Con –, Int 2, Wis 15, Cha 18

SQ turn resistance +2, undead traits

Feats Cleave, Great Cleave, Mounted Combat, Power Attack, Toughness

Skills Concentration +6, Handle Animal +7, Heal +6, Knowledge (religion) +0, Ride +9,

Possessions dagger, longsword, masterwork full plate, masterwork heavy steel shield, short sword

Fiendish Summoning (Sp) Once per day, the huecuva can use a summon monster I spell to call forth an evil creature. For this spell, the caster level is double the huecuva's Hit Dice.

Lay On Hands (Su) Once per day, the huecuva can use this supernatural ability to cure itself of damage equal to its Charisma bonus x its Hit Dice.

Huecuva Blight (Su) Victims hit by a huecuva's slam attack must succeed on a Fortitude save (DC 14) or fall prey to the disease called huecuva blight. The incubation period is 1 day; at the end of that time the disease deals 1d2 points of Strength and Constitution damage. An infected victim must make a saving throw each day thereafter or take another 1d2 points of Strength and Constitution damage. The effects of huecuva blight are cumulative each day until the victim reaches 0 Constitution (and dies), makes two consecutive successful saves, or receives magical treatment (such as a remove disease spell).

Smite Good (Su) Thrice a day, the huecuva may attempt to smite good with one normal melee attack. It adds its Charisma modifier to its attack roll and deals 1 extra point of damage per Hit Dice. If a huecuva accidentally smites a creature that is not good, the smite has no effect but is still used up for that day.

Turn Resistance (Ex) A huecuva is treated as an undead with 2 more Hit Dice than it actually has for the purposes of turn, rebuke, command, or bolster attempts.

Undead Companion The huecuva gains a Medium-sized skeleton or zombie as a companion. This companion cannot be turned or rebuked.

Undead Traits A huecuva is immune to mind-affecting effects, poison, sleep, paralysis, stunning, disease, death effects, necromantic effects (unless they specifically affect undead), and any effect that requires a Fortitude save unless it also works on objects. It is not subject to critical hits, subdual damage, ability damage, ability drain, or death from massive damage. A huecuva cannot be raised, and resurrection works only if it is willing. A huecuva has darkvision (60-foot range).

3: OPTION THREE**OGRE MAGE FIGHTER****CR 10**

LE Large Giant (Humanoid)

Init +4; **Senses** Listen +10, Spot +10, Darkvision (90 ft.)**Aura** Evil**Languages** Common, Giant**AC** 18, touch 9, flat-footed 18

(-1 size, +4 armor, +5 natural)

hp 57 (7 HD); regeneration 5**Fort** +10, **Ref** +1, **Will** +3**Speed** 40 ft. (8 squares), fly 40 ft. (good), base movement 40 ft.**Melee** +1 *human bane greatsword* +10 melee (3d6+7/19-20) or+1 *human bane greatsword* +12 melee (3d6+9+2d6/19-20) against humans**Ranged** longbow +4 ranged (2d6/x3)**Space** 10 ft.; **Reach** 10 ft.**Base Atk** +9; **Grp** +27**Atk Options** Spell-like abilities or attack**Special Actions** Spell-like abilities**Spell-Like Abilities** (CL 9th):At will—*darkness*, *invisibility*;1/day—*charm person* (DC 15), *cone of cold* (DC 19), *gaseous form*, *sleep* (DC 15).**Abilities** Str 21, Dex 10, Con 17, Int 14, Wis 14, Cha 17**SQ** Change shape, darkvision 90 ft., low-light vision, regeneration 5, spell resistance 19**Feats** Combat Expertise, Improved Initiative, Power Attack, Flyby Attack, Weapon Focus (Greatsword)**Skills** Concentration +11, Listen +10, Spellcraft +10, Spot +10, Climb +13**Possessions** *cloak of charisma* +2, +1 *human bane greatsword*, *periapt of wisdom* +2**Flight (Su)** An ogre mage can cease or resume flight as a free action. While using gaseous form it can fly at its normal speed and has perfect maneuverability.**Change Shape (Su)** An ogre mage can assume the form of any Small, Medium, or Large humanoid or giant.**Regeneration (Ex)** Fire and acid deal normal damage to an ogre mage. An ogre mage that loses a limb or body part can reattach it by holding the severed member to the stump. Reattachment takes 1 minute. If the head or some other vital organ is severed, it must be reattached within 10 minutes or the creature dies. An ogre mage cannot regrow lost body parts.**12: THE GRAVEYARD****HUECUVA CLERIC****CR 11**

NE Medium Undead

Init +0; **Senses** Listen +4, Spot +4, Darkvision (60 ft.)**Languages** Common**AC** 23, touch 9, flat-footed 23

(-1 Dex, +8 armor, +2 shield, +4 natural)

hp 84 (9 HD); DR 10/silver**Immune** undead immunities**Fort** +6, **Ref** +2, **Will** +11**Speed** 20 ft. in full plate (4 squares), base movement 30 ft.;**Melee** morningstar +8/+3 (1d8+2) or

dagger +8/+3 (1d4+2/19-20) or

slam +8/+3 (1d6+2)

Ranged light crossbow +5/+0 (1d8/19-20)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +6; **Grp** +8**Atk Options****Special Actions** Huecuva blight, rebuke undead 5/day**Cleric Spells Prepared** (CL 9th):5th—*mass inflict light wounds* (DC 20), *slay living* (DC 20), *spell resistance*4th—*greater magic weapon*, *poison* (DC 19), *summon monster IV*, *unholy blight*^D (DC 19)3rd—*animate dead*^P, *bestow curse* (2) (DC 18), *dispel magic* (2)2nd—*aid*, *bull's strength*, *desecrate*^D, *hold person* (2) (DC 17), *silence*1st—*bane* (DC 16), *bless*, *cause fear*^P (DC 16), *doom* (2) (DC 16), *protection from good*0—*detect magic*, *guidance* (2), *resistance* (2), *virtue***D:** Domain spell. Deity: Incubulos. Domains: Death (*death touch* 1/day), Evil (cast evil spells at +1 caster level)**Abilities** Str 15, Dex 9, Con —, Int 4, Wis 20, Cha 14**SQ** turn resistance +2, undead traits**Feats** Brew Potion, Empower Spell, Extend Spell, Maximise Spell, Scribe Scroll, Toughness**Skills** Concentration +12, Heal +9, Knowledge (arcana) -1, Knowledge (religion) +9, Spellcraft +3,**Possessions** dagger, masterwork full plate, masterwork heavy steel shield, morningstar**Huecuva Blight (Su)** Victims hit by a huecuva's slam attack must succeed on a Fortitude save (DC 14) or fall prey to the disease called huecuva blight. The incubation period is 1 day; at the end of that time the disease deals 1d2 points of Strength and Constitution damage. An infected victim must make a saving throw each day thereafter or take another 1d2 points of Strength and Constitution damage. The effects of huecuva blight are cumulative each day until the victim reaches 0 Constitution (and dies), makes two consecutive successful saves, or receives magical treatment (such as a remove disease spell).**Turn Resistance (Ex)** A huecuva is treated as an undead with 2 more Hit Dice than it actually has for the purposes of turn, rebuke, command, or bolster attempts.

Undead Traits A huecuva is immune to mind-affecting effects, poison, sleep, paralysis, stunning, disease, death effects, necromantic effects (unless they specifically affect undead), and any effect that requires a Fortitude save unless it also works on objects. It is not subject to critical hits, subdual damage, ability damage, ability drain, or death from massive damage. A huecuva cannot be raised, and resurrection works only if it is willing. A huecuva has darkvision (60-foot range).

HUECUVA PALADIN

CR 11

NE Medium Undead

Init +0; **Senses** Listen +2, Spot +2, Darkvision (60 ft.)

Languages Common

AC 24, touch 10, flat-footed 24
(+8 armor, +2 shield, +4 natural)

hp 75 (8 HD); **DR** 10/silver

Immune undead immunities

SR 14

Fort +8, **Ref** +4, **Will** +6

Speed 20 ft. in full plate (4 squares), base movement 30 ft.;

Melee longsword +11/+6 (1d8+3/19-20) or
short sword +11/+6 (1d6+3/19-20) or
dagger +11/+6 (1d4+3/19-20) or
slam +11/+6 (1d6+3)

Space 5 ft.; **Reach** 5 ft.

Base Atk +8; **Grp** +11

Atk Options Cleave, Power Attack

Special Actions Fiendish summoning, huecuva blight, lay on hands, *smite good* 2/day, sneak attack +1d6

Spell-Like Abilities (CL 8th):

4th—*fear* 1/day (DC 16), *shout* 1/day (DC 16)

3rd—*lightning bolt* 1/day, *ray of exhaustion* 1/day (DC 15)

2nd—*blindness/deafness* 2/day (DC 14), *ghoul touch* 2/day (DC 14)

1st—*chill touch* 2/day (DC 13), *ray of enfeeblement* 2/day

Abilities Str 17, Dex 10, Con —, Int 2, Wis 15, Cha 18

SQ turn resistance +4, undead traits

Feats Cleave, Great Cleave, Mounted Combat, Power Attack, Toughness

Skills Concentration +6, Handle Animal +5, Heal +6, Knowledge (religion) +0, Ride +7,

Possessions dagger, longsword, masterwork full plate, masterwork heavy steel shield, short sword

Fiendish Summoning (Sp) Once per day, the huecuva can use a summon monster I spell to call forth an evil creature. For this spell, the caster level is double the huecuva's Hit Dice.

Lay On Hands (Su) Once per day, the huecuva can use this supernatural ability to cure itself of damage equal to its Charisma bonus x its Hit Dice.

Huecuva Blight (Su) Victims hit by a huecuva's slam attack must succeed on a Fortitude save (DC 14) or fall prey to the disease called huecuva blight. The incubation period is 1 day; at the end of that

time the disease deals 1d2 points of Strength and Constitution damage. An infected victim must make a saving throw each day thereafter or take another 1d2 points of Strength and Constitution damage. The effects of huecuva blight are cumulative each day until the victim reaches 0 Constitution (and dies), makes two consecutive successful saves, or receives magical treatment (such as a remove disease spell).

Smite Good (Su) Twice a day, the huecuva may attempt to smite good with one normal melee attack. It adds its Charisma modifier to its attack roll and deals 1 extra point of damage per Hit Dice. If a huecuva accidentally smites a creature that is not good, the smite has no effect but is still used up for that day.

Turn Resistance (Ex) A spellstitched huecuva is treated as an undead with 4 more Hit Dice than it actually has for the purposes of turn, rebuke, command, or bolster attempts.

Undead Traits A huecuva is immune to mind-affecting effects, poison, sleep, paralysis, stunning, disease, death effects, necromantic effects (unless they specifically affect undead), and any effect that requires a Fortitude save unless it also works on objects. It is not subject to critical hits, subdual damage, ability damage, ability drain, or death from massive damage. A huecuva cannot be raised, and resurrection works only if it is willing. A huecuva has darkvision (60-foot range).

13: THE OLD TEMPLE OF BOCCOB

ENERGY DRAIN TRAP

CR 10

Description see text.

Search DC 34; **Type** magic

Trigger visual; **Init** +0

Effect Atk +8 ranged touch; spell effect (*energy drain*, 17th-level wizard, 2d4 negative levels for 24 hours, DC 23 Fortitude save negates)

Duration —

Disarm Disable Device DC 34

15: MR. HERUGIN I PRESUME

TADOLF HERUGIN

CR 16

Male Human Clr16

LE Medium Humanoid (Human)

Init +1; **Senses** Listen +0, Spot +0

Aura Strong evil

Languages Common

AC 23, touch 11, flat-footed 22
(+1 Dex, +10 armor, +2 shield)

hp 115 (16 HD)

Fort +12, **Ref** +8, **Will** +16

Speed 20 ft. in full plate (4 squares), base movement 30 ft.;

Melee +1 *axiomatic heavy mace* +15/+10/+5 (1d8+2) or

Sickle +13/+8/+3 (1d6+1)

Ranged Light Crossbow +13 (1d8/19-20)

Space 5 ft.; **Reach** 5 ft.

Base Atk +12/+7/+2; **Grp** +13

Special Actions Spontaneous casting, rebuke undead;

Combat Gear *brooch of shielding*

Cleric Spells Prepared (CL 16th):

8th—Fire Storm, Empowered Blade Barrier, Unholy Aura^D

7th—Blasphemy, Empowered Flame Strike, Dictum, Destruction^D

6th—Blade Barrier, Harm, Heal, Empowered Unholy Blight^D

5th—Flame Strike (x2), Righteous Might, Slay Living^D (x2), Spell Resistance

4th—Death Ward, Cure Critical Wounds (x2), Freedom of Movement, Unholy Blight^D

3rd—Bestow Curse, Cure serious Wounds, Protection from Energy (x2), Dispel Magic, Magic Circle against Good^D

2nd—Bear's Endurance, Bull's Strength, Cure Moderate Wounds, Spiritual Weapon, Death Knell (x2)^D

1st—Deathwatch, Bless, Doom, Entropic Shield, Protection from Good^D

0—Detect Magic, Cure Minor Wounds (x3), Detect Poison

D: Domain spell. Deity: Incubulos. Domains: Death, Evil

Abilities Str 13, Dex 12, Con 14, Int 10, Wis 22, Cha 8;

SQ Restricted spells, rebuke undead(Su);

Feats Extra Turning, Lightning Reflexes, Power Attack, Skill Focus (Knowledge (religion)), Craft Wondrous Item, Empower Spell, Domain Spontaneity (Evil)

Skills Concentration +21, Knowledge (arcana) +5, Knowledge (religion) +22, Spellcraft +16

Possessions combat gear plus *periapt of wisdom* +4, +2 *full plate*, *ring of counterspells* (with *flame strike* cast in it), 2 *pearls of power* (2nd), *potion of greater magic weapon* +5, *potion of magic vestment* +5, *staff of healing*, +1 *axiomatic heavy mace*, masterwork heavy shield, masterwork sickle, 2 rations, light crossbow, 20 bolts, several books

HUECUVA PALADIN

CR 12

NE Medium Undead

Init +0; **Senses** Listen +2, Spot +2, Darkvision (60 ft.)

Languages Common

AC 24, touch 10, flat-footed 24

(+8 armor, +2 shield, +4 natural)

hp 93 (10 HD); **DR** 10/silver

Immune undead immunities

Fort +7, **Ref** +3, **Will** +5

Speed 20 ft. in full plate (4 squares), base movement 30 ft.;

Melee +1 *unholy longsword* +14/+9 (1d8+4/19-20) or short sword +13/+8 (1d6+3/19-20) or dagger +13/+8 (1d4+3/19-20) or slam +13/+8 (1d6+3)

Space 5 ft.; **Reach** 5 ft.

Base Atk +10; **Grp** +13

Atk Options Cleave, Power Attack

Special Actions Fiendish summoning, huecuva blight, lay on hands, *smite good* 3/day, sneak attack +1d6

Abilities Str 17, Dex 10, Con —, Int 2, Wis 15, Cha 18

SQ turn resistance +2, undead traits

Feats Cleave, Great Cleave, Mounted Combat, Power Attack, Toughness

Skills Concentration +6, Handle Animal +7, Heal +6, Knowledge (religion) +0, Ride +9,

Possessions dagger, +1 *unholy longsword*, masterwork full plate, masterwork heavy steel shield, short sword

Fiendish Summoning (Sp) Once per day, the huecuva can use a summon monster I spell to call forth an evil creature. For this spell, the caster level is double the huecuva's Hit Dice.

Lay On Hands (Su) Once per day, the huecuva can use this supernatural ability to cure itself of damage equal to its Charisma bonus x its Hit Dice.

Huecuva Blight (Su) Victims hit by a huecuva's slam attack must succeed on a Fortitude save (DC 14) or fall prey to the disease called huecuva blight. The incubation period is 1 day; at the end of that time the disease deals 1d2 points of Strength and Constitution damage. An infected victim must make a saving throw each day thereafter or take another 1d2 points of Strength and Constitution damage. The effects of huecuva blight are cumulative each day until the victim reaches 0 Constitution (and dies), makes two consecutive successful saves, or receives magical treatment (such as a remove disease spell).

Smite Good (Su) Thrice a day, the huecuva may attempt to smite good with one normal melee attack. It adds its Charisma modifier to its attack roll and deals 1 extra point of damage per Hit Dice. If a huecuva accidentally smites a creature that is not good, the smite has no effect but is still used up for that day.

Turn Resistance (Ex) A huecuva is treated as an undead with 2 more Hit Dice than it actually has for the purposes of turn, rebuke, command, or bolster attempts.

Undead Companion The huecuva gains a Medium-sized skeleton or zombie as a companion. This companion cannot be turned or rebuked.

Undead Traits A huecuva is immune to mind-affecting effects, poison, sleep, paralysis, stunning, disease, death effects, necromantic effects (unless they specifically affect undead), and any effect that requires a Fortitude save unless it also works on objects. It is not subject to critical hits, subdual damage, ability damage, ability drain, or death from massive damage. A huecuva cannot be raised, and resurrection works only if it is willing. A huecuva has darkvision (60-foot range).

APPENDIX 2: NEW RULES ITEMS

MONSTERS

HUECUVA TEMPLATE

From *Fiend Folio*, pp 94-95.

Huecuvas are undead creatures created from clerics, druids, paladins, or monks who have failed in their vows. As punishment for their heresies, they are doomed to undeath. Huecuvas are sometimes created when a good or neutral cleric changes his alignment to evil and dies without seeking atonement for his wrongs, or when an evil priest is subjected to a particularly powerful curse by her patron deity.

Huecuvas retain dim memories of their old lives and often dwell in desecrated shrines and broken temples that mock their former orders. They hate all living things, but they especially loathe good-aligned priests.

Huecuvas appear as humanoid skeletons wrapped in tarnished, corroded, or tattered vestments.

CREATING A HUECUVA

“Huecuva” is an acquired template that can be added to any humanoid (here after referred to as the base creature) with at least one level in the cleric, druid, paladin, or monk class. The creature's type changes to undead. Unlike lichdom, which preserves the intellect and powers of the base creature, the transformation to a huecuva exacts a terrible toll on the victim's mind, reducing its Intelligence to barely sentient levels. The huecuva uses all the base creature's statistics and special abilities except as noted here.

Hit Dice: Increase to d12.

AC: The base creature's natural armor increases by +4. Huecuvas often wear the armor they wore in life—especially armor intended for ceremonial purposes.

Attacks and Damage: A huecuva retains all the attacks of the base creature and also gains a slam attack like the base creature does not have one. If the base creature does not have a slam attack, use the appropriate value based on the huecuva's size (see the table below) but only humanoids are eligible. A base creature with natural attacks uses the value from the table below or the base creature's damage, whichever is greater.

Size	Damage
Fine	1
Diminutive	1d2
Tiny	1d3
Small	1d4
Medium-size	1d6
Large	1d8
Huge	2d6
Gargantuan	2d8
Colossal	4d6

Special Attacks:

A huecuva retains all the special attacks of the base creature. In addition, huecuvas expose any victims hit with a natural attack to a deadly disease known as huecuva blight.

Huecuva Blight (SU): Victims hit by a huecuva's slam attack must succeed on a Fortitude save (DC 14) or fall prey to the disease called huecuva blight. The incubation period is 1 day; at the end of that time, the disease deals 1d2 points of Strength and Constitution damage. An infected victim must make a saving throw each day thereafter or take another 1d2 points of Strength and Constitution damage. The effects of huecuva blight are cumulative each day until the victim reaches 0 Constitution (and dies), makes two consecutive successful saves, or receives magical treatment (such as a *remove disease* spell).

Special Qualities:

Huecuvas retain all the special qualities of the base creature and gain the following additional qualities.

Turn Resistance (Ex): A huecuva is treated as an undead with 2 more Hit Dice than it actually has for the purposes of turn, rebuke, command, or bolster attempts.

Damage Reduction (Ex): A huecuva has damage reduction 15/silver.

Divine Conversion: A cleric who becomes a huecuva loses access to the domains he had in life and replaces them with the Death and Evil domains. A cleric who previously was able to turn undead loses that ability and gains the ability to rebuke or command undead, like other evil clerics.

A paladin who becomes a huecuva gains special abilities much like a fallen paladin who becomes a blackguard. See the information on fallen paladin blackguard abilities in the *DUNGEON MASTER'S Guide* to determine the huecuva's special abilities.

Abilities: Change from the base creature as follows: Str +2, Int -6, Wis +2, Cha +2. As undead creatures, huecuvas have no Constitution score.

Feats: Huecuvas gain Toughness as a bonus feat.

Climate/Terrain: Any land and underground.

Organization: Solitary or gang (2-12).

Challenge Rating: Same as the base creature +2.

Treasure: Standard.

Alignment: Always evil (any).

Golem, Junk

N Medium Construct

Init -1; **Senses** Listen +0, Spot +0

Aura None

Languages Common

AC 17, touch 9, flat-footed 17

(-1 Dex, +8 natural)

hp 64 (8d10+20 HD); **DR** 5/bludgeoning

Immune magic immunity

Fort +2, Ref +1, Will +2

Speed 20 ft. in armor (4 squares), base movement 20 ft.;

Melee Slam +10 (2d6+4)

Ranged

Space 5 ft.; **Reach** 5 ft.

Base Atk +6; Grp +10

Atk Options Metal Rot

Special Actions

Combat Gear None

Abilities Str 18, Dex 8, Con -, Int -, Wis 11, Cha 1

SQ Construct traits, DR 5/bludgeoning, low-light vision, magic immunity, salvage, self-repair

Feats -

Skills -

Possessions salvage

Environment: Any land

Organization: Solitary or gang (3-4)

Challenge rating: 5

Treasure: See below

Alignment: Always neutral

Advancement: 9-14 HD (Medium); 15-24 HD (Large)

Level Adjustment: -

The junk pile rises up, pulling itself into a roughly humanoid shape. It stands almost seven feet tall and is composed entirely of rusted metal, glass bottles, chunks of wood, and numerous other bits of refuse.

Junk golems are constructed from the refuse of society and are often formed from the fractured remains of weapons or machinery. These automatons are favored creations of many gnome or dwarven priests who worship gods dedicated to engineering or machinery and who do not wish to see any ingenuity go to waste. Junk golems are able to find replacement pieces to repair damage to their bodies, but rumors tell of golems that have left their masters and wander the world, continually building onto their bodies and growing more massive in size.

Combat

Despite their rickety appearances junk golems are particularly resilient to most physical damage. Because the parts of a junk golem tend to be hard but brittle, they are vulnerable to blunted weapons. When a junk golem is victorious in battle, it typically strips its opponents of items to repair itself (see below).

Metal Rot (Su): Once every 1d4+1 rounds, as a free action, the junk golem can draw upon the corrosion, decay, and rust within its body to expel a cloud of metal-rotting orange gas into the air. This gas affects any metallic object within 5 feet of the creature and deals 1d6 points of damage to all such items (ignoring hardness). Metal magic items do not receive saving throws, but any creature within this area may make a

DC 14 Reflex save to avoid the gas completely. This save DC is Constitution based.

Magic Immunity (Ex): A junk golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature as noted below.

Mending repairs 1 hit point of damage to the golem, while *make whole* repairs 3d6 hit points of damage. Junk golems are treated as a crystalline creature for the purposes of the *shatter* spell, which affects them normally.

Salvage (Ex): Although most of the individual items that make up a junk golem are worthless, a DC 15 Search of the creature's remains reveals 1d6 mundane items that are still functional (roll on Table 3-8 on page 56 of the DMG).

Self Repair (Ex): Junk golems are able to retrieve discarded items and add them to their own forms, replacing damaged components and reinforcing their bodies with new pieces of metal or wood. Generally, a wandering junk golem can use this ability to repair 1d6 hit points per hour, but in areas with large amounts of items (battle sites, scrap heaps, and so on) this ability may be used to repair 3d6 hit points per hour.

Construction

To create a junk golem, the creator must build a body from various types of waste materials. While the material costs of these components are negligible, the resulting body is unstable and must be infused with magical energy to bind the individual pieces together. Building the body requires a DC 15 Craft (armorsmithing) or a DC 15 Craft (weaponsmithing) check.

CL 7th; Craft Construct, *make whole*, *magical vestment*, *locate object*, caster must be at least 7th level; Price 9,000gp; Cost 4,500gp + 360 XP.

TEMPLATES

Spellstitched

Spellstitched creatures are undead that have been powerfully enhanced and fortified by arcane means. They are more difficult to attack in melee and more resistant to being turned, and they gain the ability to cast spells. The process is much more effective when applied to intelligent undead than those that are mindless, since intelligent undead can discharge their spells tactically.

A spellstitched undead can be identified by the runes that cover its body, either carved into its skeletal remains or tattooed onto its rotting flesh. Under casual observation or while in combat, the runes can be noticed only with a DC 15 Spot check, otherwise

simply appearing to be cracks in the creature's bones or wrinkles in its skin.

Spellstitched creatures can be created only by a wizard or sorcerer with the Craft Wondrous Item feat and of sufficient level to cast the spells to be imbued within the undead's body. The creation process takes a number of days equal to the Wisdom score of the undead creature being spellstitched (so a minimum of 10 days) and requires the expenditure of 1,000gp for carving or tattooing materials in addition to 500xp x the undead creature's Wisdom score.

Undead with arcane spellcasting abilities can spellstitch themselves.

Sample Spellstitched Creature

This example uses a 4HD ghastr as the base creature.

Spellstitched Ghastr

Hit Dice: 4d12+3 (29hp)

Initiative: +3

Speed: 30 ft. (6 squares)

Armor Class: 17 (+3 Dex, +4 natural), touch 13, flat-footed 14

Base Attack/Grapple: +2/+3

Attack: Bite +5 melee (1d8+3 plus paralysis)

Full Attack: Bite +5 melee (1d8+3 plus paralysis) and 2 claws +3 melee (1d4+1 plus paralysis)

Space/Reach: 5 ft./5 ft.

Special Attacks: Ghoul fever, paralysis, stench, spell-like abilities

Special Qualities: Damage resistance 5/magic or silver, spell resistance 18, +4 turn resistance, undead traits

Saves: Fort +3, Ref +6, Will +8

Abilities: Str 17, Dex 17, Con -, Int 13, Wis 14, Cha 16

Skills: Balance +7, Climb +9, Hide +8, Jump +9, Move Silently +8, Spot +8

Feats: Multiattack, Toughness

Environment: Any

Organization: Solitary

Challenge Rating: 4

Treasure: Standard

Alignment: Always chaotic evil

Advancement: 5-8 HD (medium)

Level Adjustment: --

Combat

A spellstitched ghastr uses its spell-like abilities to begin a battle, resorting to its natural attacks when an opponent closes to melee range or its spell abilities are exhausted. Aware of its increased and potent defense, it doesn't fear divine spellcasters as it once did.

Ghoul Fever (Su): Disease – bite, Fortitude DC 15, incubation period 1 day, damage 1d3 Con and 1d3 Dex. The save DC is Charisma-based.

Paralysis (Ex): Anyone hit by a spellstitched ghastr's bite or claw attack must succeed on a DC 15 Fortitude save or be paralyzed for 1d4+1 rounds. Even elves are vulnerable to this paralysis. The save DC is Charisma-based.

Stench (Ex): The stink of death and corruption surrounding a ghastr is overwhelming, and living creatures within 10 feet must succeed on a DC 15 Fortitude save or be sickened for 1d6+4 minutes. A creature that successfully saves cannot be affected again by the same spellstitched ghastr's stench for 24 hours. A *delay poison* or *neutralize poison* spell removes the effect from a sickened creature. Creatures with immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throws. The save DC is Charisma-based.

Spell-like Abilities: 3/day—darkness, magic missile; 1/day—flame arrow, Melf's acid arrow (+5 ranged touch), obscuring mist, vampiric touch (+5 melee touch). Caster level 4th.

Creating a Spellstitched Creature

"Spellstitched" is an acquired template that can be added to any corporeal undead with a Wisdom score of 10 or higher (referred to hereafter as the base creature).

A spellstitched creature uses all the base creature's statistics and abilities except as noted here.

Special Attacks: a spellstitched creature retains all the special attacks of the base creature and gains the following special attacks.

Spell-Like Abilities: A spellstitched creature can be imbued with spell-like abilities according to its Wisdom, as indicated on the table below. Any spells selected must be from the conjuration, evocation, or necromancy school. The number of spell-like abilities is cumulative; for example, a spellstitched undead with a Wisdom of 12 can cast two 2nd-level spells four times per day and two 1st-level spells four times per day. Caster level equals the creature's Hit Dice.

Wisdom	Example Undead	Spells Imbued	Times per Day
10	Skeleton, zombie	Two 1st-level	4
11-12	Bodak	Two 2nd-level	4
13-14	Ghoul, ghastr	Two 3rd-level	2
15-16	Devourer	Two 4th-level	2
17-18	Some liches	Two 5th-level	2
19 or higher	Nightshade	One 6th-level	1

The creator of a spellstitched creature decides how to allocate the spells known against the number of times per day spells of each level can be cast, and once made, this determination cannot be changed. For example, if a spellstitched skeleton has cause fear usable once per day and shocking grasp useable three times per day imbued as its 1st-level spell-like abilities,

its creature cannot later change either the spells or how frequently each can be used (to two times per day each, for example).

Special Qualities: A spellstitched creature retains all the special qualities of the base creature and gains the following special qualities.

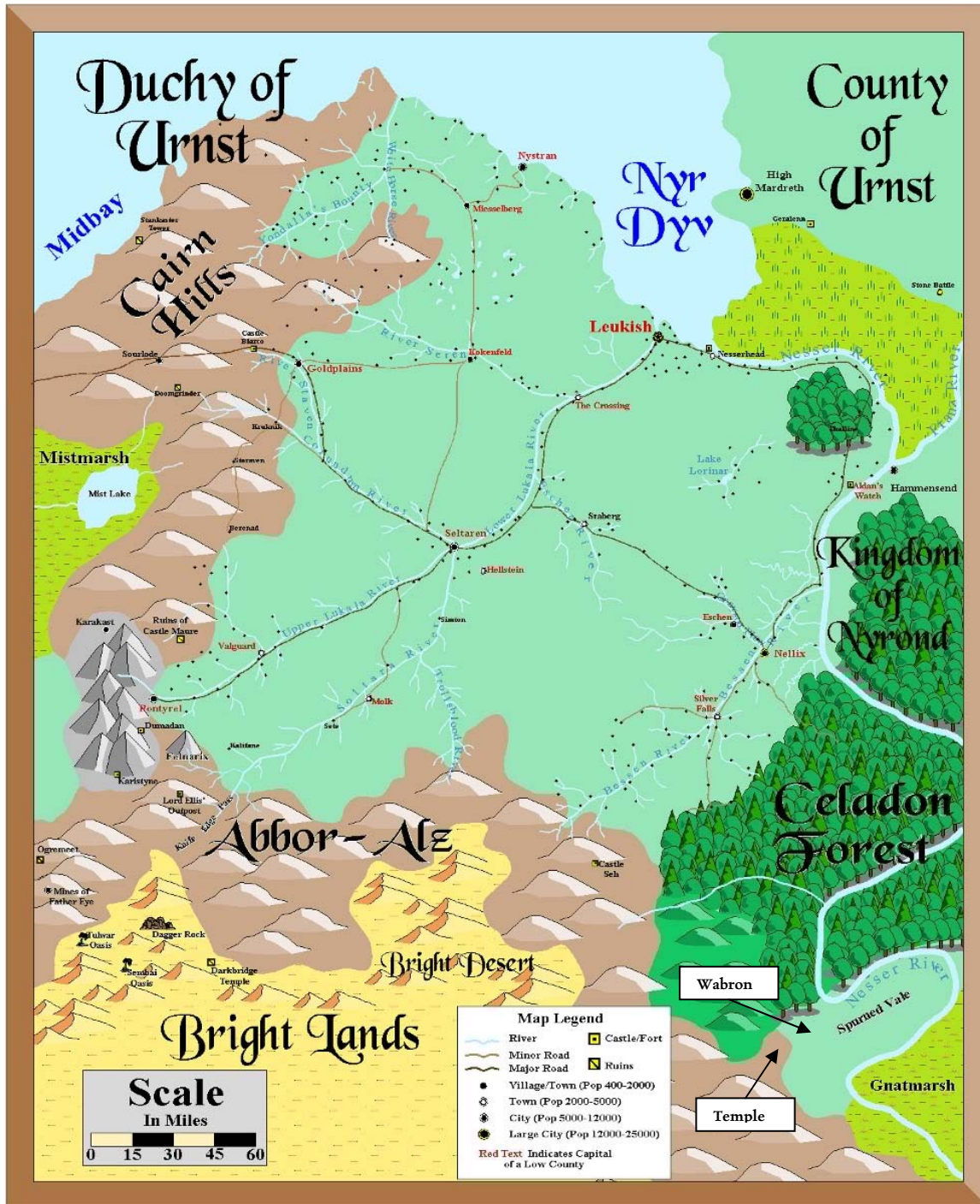
Damage Reduction (Ex): Spellstitched creatures with 1-3 HD have no damage reduction, those with 4-11 HD have damage reduction 5/magic or silver, and those with 12 or more HD have damage reduction 5/magic and silver.

Spell Resistance (Ex): A spellstitched creature has spell resistance equal to 10+base creature's Charisma modifier.

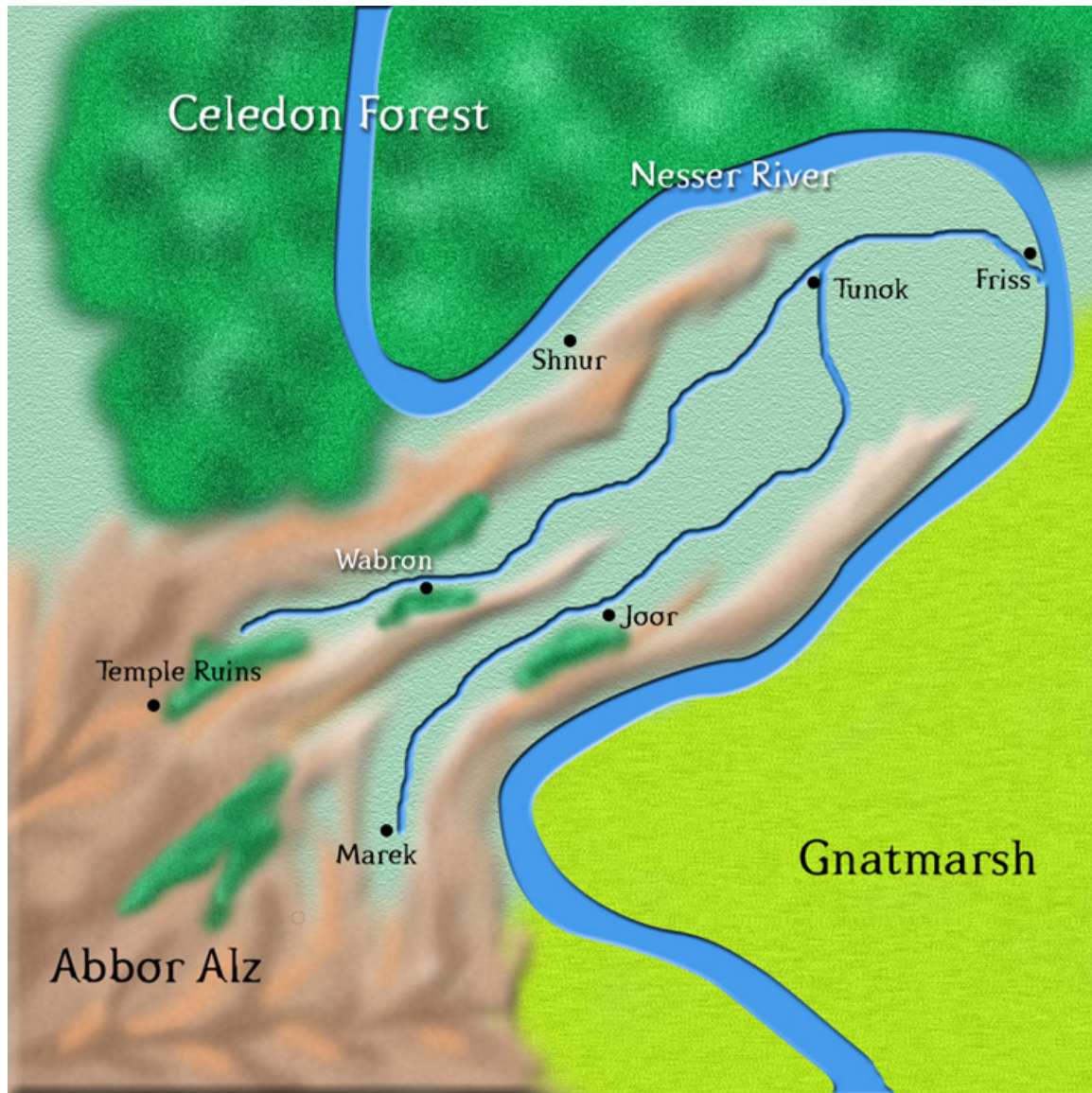
Turn Resistance (Ex): A spellstitched creature gains +2 turn resistance (added to the base creature's turn resistance, if any).

Saves: Spellstitched creatures get a +2 profane bonus on all saving throws.

Challenge Rating: Same as the base creature +1.
From *Complete Arcane*, pp. 161-162.



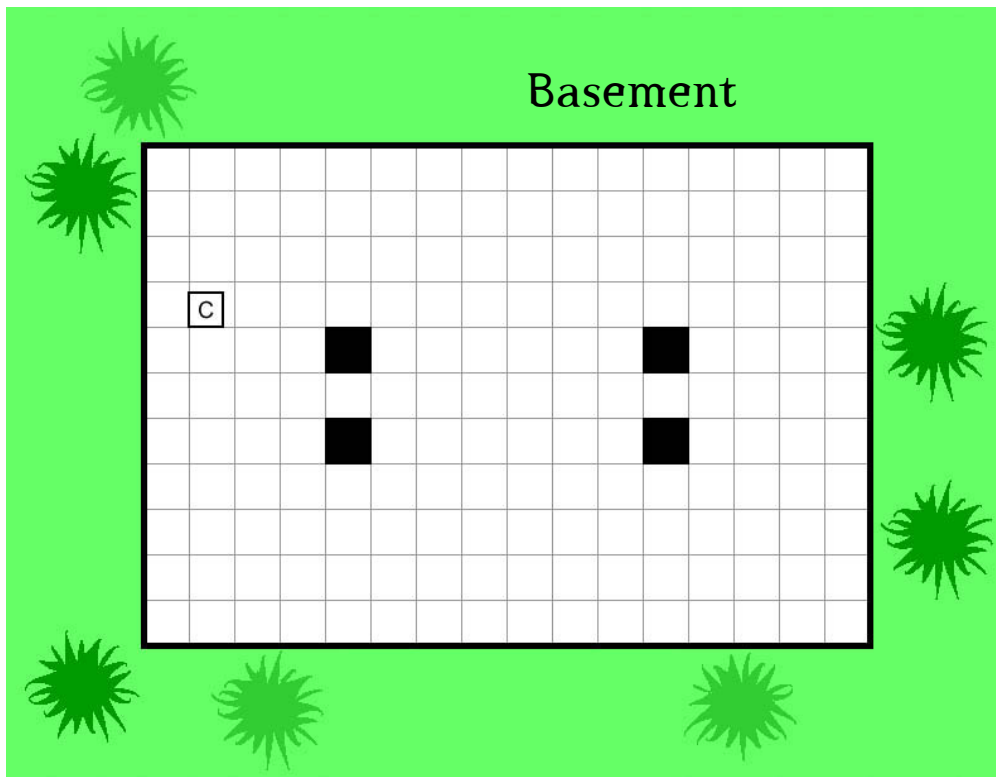
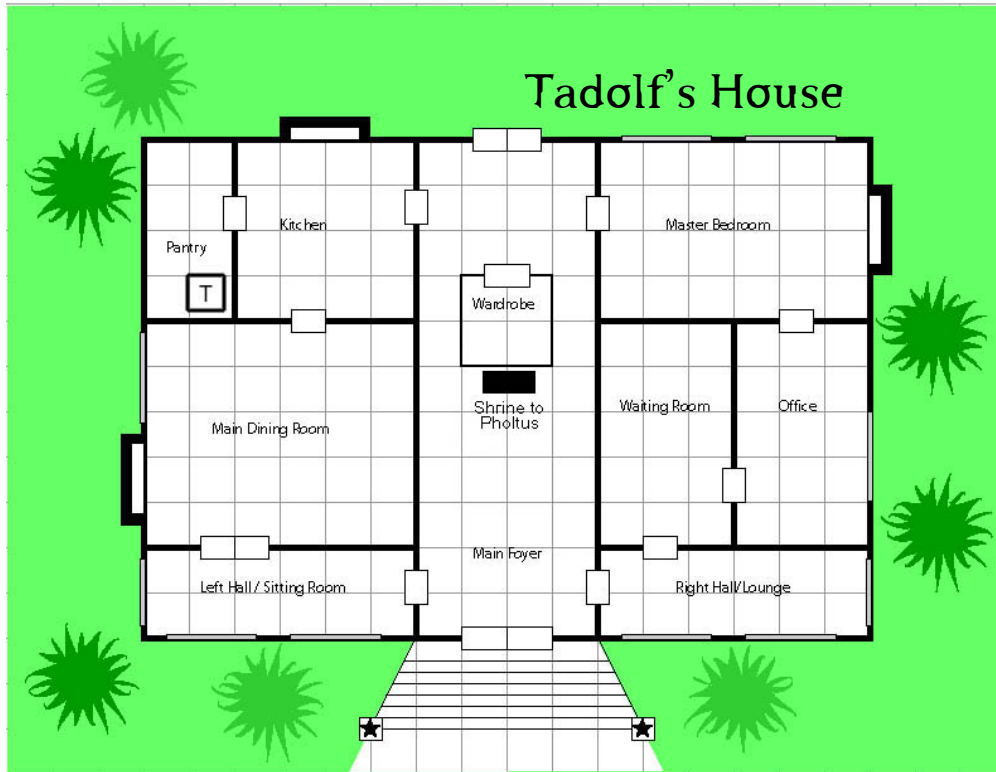
DM MAPS: SPURNED VALE



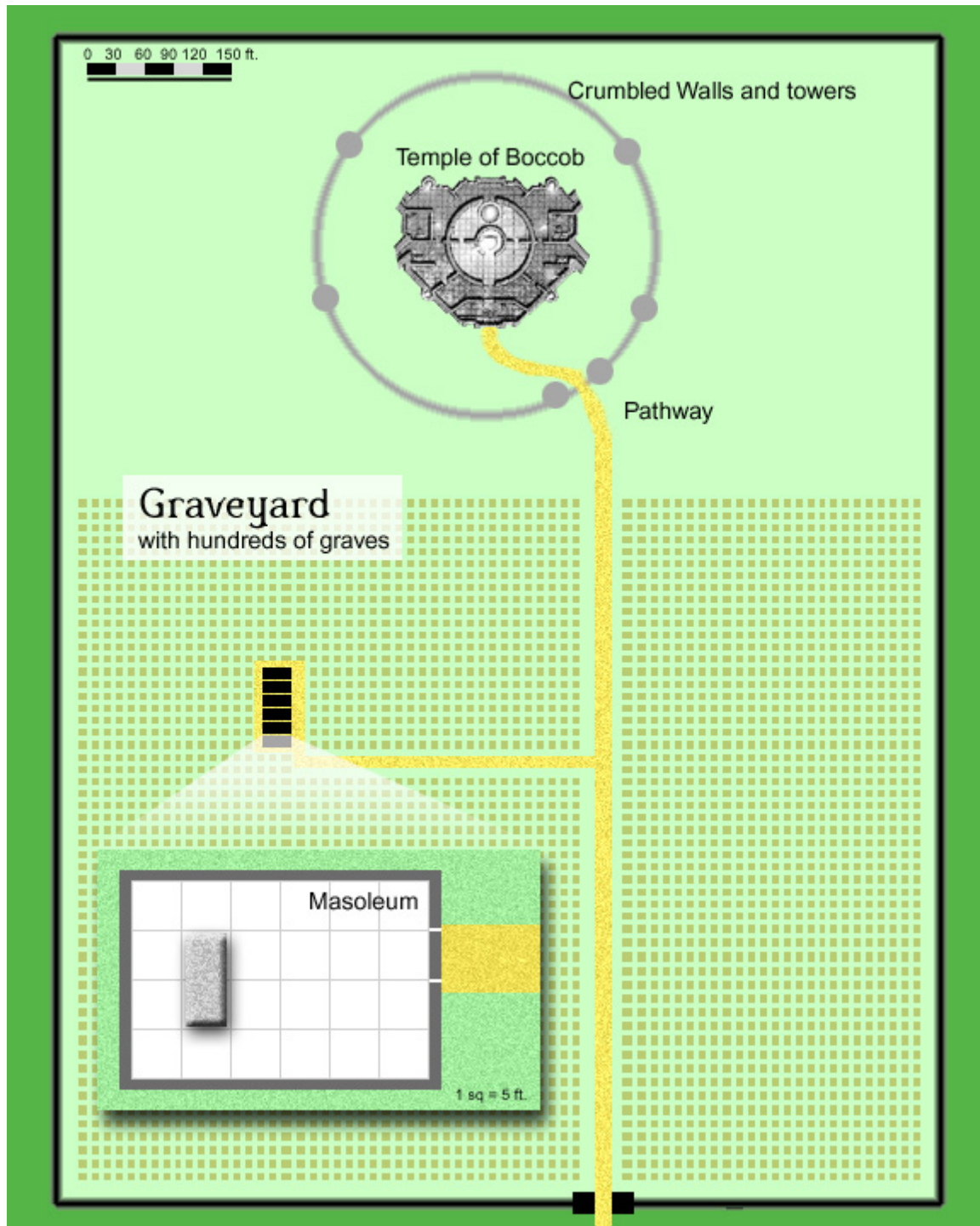
DM MAP OF WABRON



DM MAPS: TADOLF HERUGIN'S HOUSE

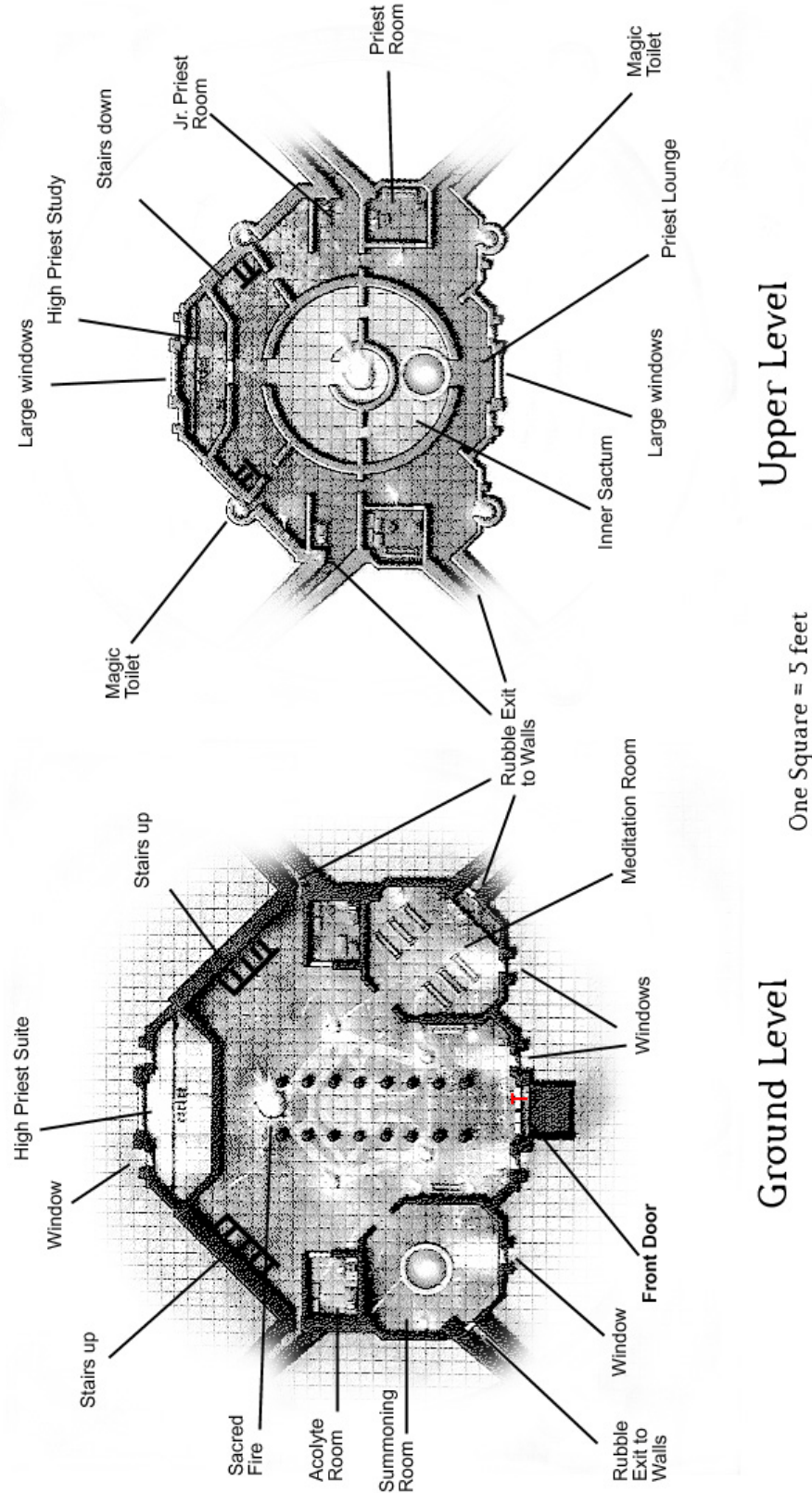


DM MAP: THE GRAVEYARD



TEMPLE OF BOCCOB

DM MAP OF TEMPLE OF BOCCOB



PLAYER HANDOUT 1

Spurned Vale

Technically, the Spurned Vale lies within the Duchy of Urnst, but nearly 600 Nyrondese have fled here since the war. This community tries to make a living from the edges of the forest and foothills and in doing so they have angered the wild and strong Urnst hillmen, and the particularly xenophobic woodsmen who live in the forested hills to the northwest. Skirmishes, even a battle, have put this wretched and beleaguered community at its wits' end.

People here are truly just scavengers, some wearing little more than rags. Some have taken to the worship of evil deities, feeling that all else has failed them. This is fertile terrain for an evil priest to cultivate should one happen by. There are tales of hidden evil shrines in the southern hills, and darker rumors of blood cults hidden among the local people. These rumors could form the basis of a good low level adventure. (Marklands, pg. 71)

CRITICAL EVENTS SUMMARY

Please send answers to the following questions to the Nyronid & her Environs meta-regional coordinator at mark.somers@netspeed.com.au.

Did the PCs return the notes from the temple to Priestess Urfala?

Did the PCs accept Vodopeyia's offer to abandon their other missions?

Did the PCs return the notes from the temple to Vodopeyia?

Did the PCs save Seiako?

What happened to Tadolf Herugin? (Killed/Captured/Healed)